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Advanced Dungeons & Dragons®

ADVENTURE 6 GAMEBOOK

MASTER OF RAVENLOFT



By Jean Blashfield

CHARACTER STATS CARD

MASTER OF RAVENLOFT



NAME: Jeren Sureblade

CHAR. CLASS: Paladin

LEVEL: 15th

PREGAME ROLLS (1 die):

A _____ **B** _____ **C** _____

SKILL POINTS:

Fighting: 10 + _____ = _____

Dexterity: 9 + _____ = _____

Wisdom: 9 + _____ = _____

EXPERIENCE POINTS: _____

HIT POINTS: 70 + _____ = _____

STRAHD'S
HIT POINTS: 60 + _____ = _____

ROD OF LORDLY MIGHT'S
(CHOSEN'S) CHARGES: _____

Instructions for final combat with Strahd in section 300 .

Additional character records in last section of book (345) .

ATTACKED BY VAMPIRE BATS!

Suddenly you hear a scream. You look up to see a beautiful girl running down the street toward you. Bats dive around her beautiful dark hair. One has attached itself to her temple, and dark red blood runs down the side of her face. As she runs past you, terror on her face, you try desperately to catch her and force the clinging bat from her head, but the evil creature swipes at you with the tiny claws on its wing joints, wounding you across the face. Then, instantly, its attention is back on the girl . . . and her blood.

"Oh, please! Help me!" you hear her moan as she drops to her knees in the fog-shrouded road.

Afraid that using your sword to fight the bat might endanger the girl, you quickly pull out Chosen, your powerful Rod of Lordly Might. You hold the rod aloft and murmur the words that should bring paralysis.

Will your spell work?

Roll two dice. If the total is 10, 11, or 12, turn to **31**. If it is any other number, turn to **17**.

Whatever the outcome, only your decisions, and the luck of the dice roll, can help you defeat the

MASTER OF RAVENLOFT



**An ADVANCED DUNGEONS & DRAGONS®
Adventure Gamebook #6**

MASTER of RAVENLOFT

BY JEAN BLASHFIELD

Based on a module by Tracy and Laura Hickman

**Cover Art by Clyde Caldwell
Interior Art by Gary Williams**



**TSR, Inc.
PRODUCTS OF YOUR IMAGINATION™**

**This book is for my son,
Winston Edward Black, II
May he ever be safe
from vampires!**

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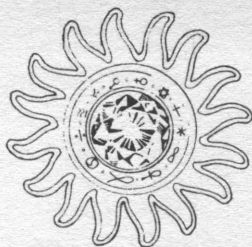
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All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

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AN EXCITING NEW EXPERIENCE IN BOOKS!

Welcome, you who are about to encounter the Master of Ravenloft, the evil vampire Strahd von Zarovich, to an exciting, totally new concept in role-playing gamebooks.

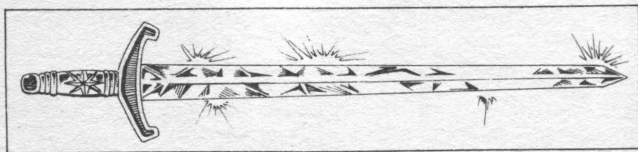
Based on the popular **ADVANCED DUNGEONS & DRAGONS®** Game, **ADVANCED DUNGEONS & DRAGONS®** Adventure Gamebooks require only two standard six-sided dice, an ample supply of luck—and, most of all, your skill in making decisions as you play the game. If dice are unavailable, a simple alternative, requiring only pencil and paper, may be used instead.

ADVANCED DUNGEONS & DRAGONS® Adventure Gamebooks have been designed to read easily, without complicated rules to slow down the story. Once you have read through the rules that follow, you should seldom find it necessary to refer back to them. Your options are repeated clearly in the text at each choice point, with occasional reminders about additional options you may wish to consider to improve your chances. Your adventure reads like a book, plays like a game, and offers a thrill a minute—with **YOU** as the hero!

YOUR CHARACTER

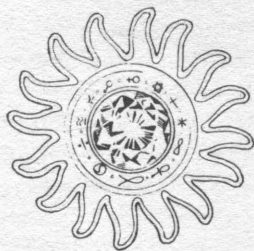
In this book, you are Jeren Sureblade, a fifteenth-level paladin. As a high-level paladin with clerical powers, you are committed to your gods and to serving the cause of lawful good. Your devotion to your gods has granted you certain clerical spell powers (see section 345), as well as the ability to turn the undead, which you are certain to encounter as you seek out the Master of Ravenloft. In addition, you are protected by your perpetual Protection from Evil spell, which you discover to your dismay does little to protect you from the evil vampire, Count Strahd.

Your quest in this book is to seek out and destroy the evil count in his home, Castle Ravenloft. To be successful against the powerful vampire and his undead minions, you will need more than ordinary weapons, for only magical weapons are of use against the undead, and you must seek out as many magical weapons as possible during the course of your adventure to stand any chance of ultimate success.



One such weapon you possess from the start is your amazing Rod of Lordly Might (Chosen), given to you

by your father when you attained the rank of chevalier. Its strange magical properties enable you to convert it at command into a variety of weapons, and it also possesses mystical spell powers (see section **345**). You know the rod's powers are limited in the number of times they may be used, but you have no idea how many times that is. Throughout your adventure, you must keep track of the number of times you use your wonderful rod's special spell powers in section **345**, for you never know when they may run out. . . .



PLAYING THE GAME

ESTABLISHING YOUR CHARACTER

YOUR Jeren Sureblade will be different from someone else's because YOU help to create him.

Carefully tear out the removable **Character Stats Card** you will find at the front of the book. This card is your record of Jeren Sureblade's character makeup. Additional records are in section 345, the last section of the book. The Character Stats Card also doubles as a bookmark if you should need to mark your place to refer to the rules.

Since we hope you will be playing this adventure many times, it is suggested that you write on the card in pencil only, so that your character stats can be erased easily when you are ready to play again. If you have access to a photocopier, you may wish to make several copies of the Character Stats Card before you fill it in. Another alternative is to reproduce the card by writing on a 3" x 5" card or a slip of paper.

You are now ready to round out Jeren Sureblade's individual identity by establishing his strengths and weaknesses. Your name, character class, and level have already been entered for you. Before you fill out the rest of the card, it is necessary for you to understand the game's scoring.

SCORING

Playing this game requires you to keep track of three main things (plus a few others to be explained later)—**hit points**, **skill points**, and **experience points**—on the tear-out **Character Stats Card** located at the front of the book. An explanation of each of these follows.

HIT POINTS

You, as Jeren Sureblade, have a specific life strength, represented by **hit points**. Once hit points are reduced to zero, Jeren Sureblade ceases to exist, and you have come to the end of your adventure, whether the text has come to an end or not.

You lose hit points each time you fail, through the roll of the dice, to hit your enemy, because your opponent succeeds in hitting you instead. As a result, you must deduct a stated number of hit points from your hit point total.

You may also lose hit points through sneak attacks or perhaps through carelessness when you have no chance to fight back. In such instances, you will either be told how much damage you received or you will be asked to roll one die, or occasionally two dice, for **damage**. The result of the die roll is deducted from your total hit points.



Jeren Sureblade, as a high-level paladin, starts out the adventure with 70 hit points, plus a random chance to improve this score. Roll two six-sided dice and add the total to 70 for your total hit points. Record the number in the blank space labeled "hit points." If the total of your dice roll is 7 or less and you are dissatisfied with the result, you have one

additional chance to improve it. You may, if you wish, roll the two dice again, but you *must* accept the result of the second dice roll, even if it is smaller than the first.

Next roll two dice once more and add the result to 60 to determine Count Strahd's hit points. Record them on the Character Stats Card.

Guard Jeren's hit points carefully, but don't be afraid to spend them when the goal seems worthwhile.



SKILL POINTS

Now you are ready to determine your character's skills.

Skill points allow you to increase your chances of success by adding Jeren Sureblade's score for a specific skill to the dice roll. In this book, you will be asked to divide 5 skill points in any way you want, provided that you add at least 1 skill point to each of Jeren's three skills.

Jeren Sureblade's skills in this book are **fighting**, **dexterity**, and **wisdom**.

Fighting

Your **fighting** skill score helps increase your chances of success in combat.

When you fight an opponent in this book, roll two

dice and add the sum of the dice to your fighting skill score. If the total is equal to, or larger than, the number required "to hit" (given in the text), you are successful.

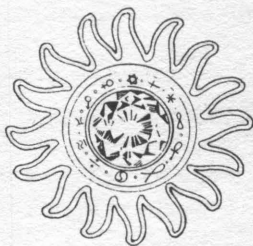
Dexterity

Your **dexterity** skill score helps increase your chances of success in feats involving such things as quickness, nimbleness, balance, and the like. To use your dexterity skill, roll two dice and add the result to your dexterity skill score. If the total is equal to, or greater than, the number given in the text, you have succeeded.

Wisdom

Your **wisdom** skill score helps you to reason out solutions to problems and, as a paladin with clerical abilities, to communicate with your gods.

To use your wisdom skill in this book, roll two dice and add the result to your wisdom skill score. If the total is equal to, or greater than, the number given in the text, you are successful.



Class Levels

As a high-level paladin, your abilities and strengths depend on your proficiency in your character class. Undead creatures, however, have the power to drain you of class levels. If this happens, you may find that your level decreases, robbing you of levels of power and resulting in loss of hit points and abilities. This is explained in detail in section 200.

Healing

As a paladin with clerical powers, you have the ability to heal yourself with a spell called "Laying on of Hands." However, you may use this ability *only once* during your entire adventure. To use this ability, multiply your current class level (you start the adventure as a fifteenth-level paladin) times two, and add the result to your hit points. You may not restore more hit points than you started with.

If possible, avoid using this spell before your final combat with Count Strahd.

You also possess a Cure Light Wounds spell and a Cure Serious Wounds spell, explained in section 345. In addition, you may acquire certain healing potions during the course of the book. Their effects are explained in the text.

Acquisitions

One of your primary goals on your quest will be to acquire powerful magical items to use in your final confrontation with the evil undead vampire, Count Strahd. The items that you may discover are listed in section 345, the last section in this book. Make a check mark beside each item as you acquire it.



EXPERIENCE POINTS

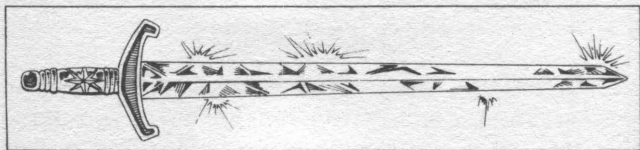
As in real life, experience increases your chances of success in a given situation because you have encountered a similar situation before and understand the various possibilities that may occur. You, as Jeren Sureblade, will begin this adventure with between 1 and 6 **experience points**, depending on the luck of your roll of the dice. You may spend experience points to increase your chances of success on any dice roll throughout the book, but once experience points are used up, they are gone and must be deducted from your total.

To use experience points, you must decide how many points you will spend *before* you roll the dice, then add that score to the result of your dice roll. Whether the roll of the dice is successful or not, the experience points are gone and must be deducted from your total.

To determine Jeren Sureblade's experience points, roll one six-sided die and record the result in the

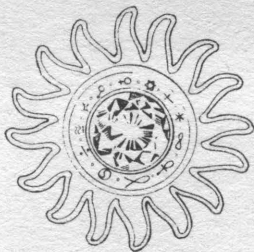
blank space marked “experience points” on the Character Stats Card. If you roll a 1 through 4, you have one, and only one, chance to improve your score by rolling a second time if you wish, but you *must* accept the second roll, even if it is smaller than the first. Remember, your experience points can be used on any dice roll to improve your chances, but once spent, they are used up and must be subtracted from your total experience points.

Choose when to use your experience points with care, saving them for crucial situations.



COMBAT

Combat occurs when you choose, or are forced, to fight an enemy—a monster, a person, an undead creature. To engage in combat, roll two dice, add them together, then add Jeren’s fighting skill score to the result of the dice roll. The text will tell you how many points you need to hit your opponent. The tougher the enemy, the more points you will need to hit it. If the total is sufficient to hit the monster, turn to the “win” section. If you miss, the enemy automatically hits you instead, and you will be told how many hit points of damage to deduct from your score. Once your hit points are gone, you are dead, and you have come to the end of your adventure.



SPELLS

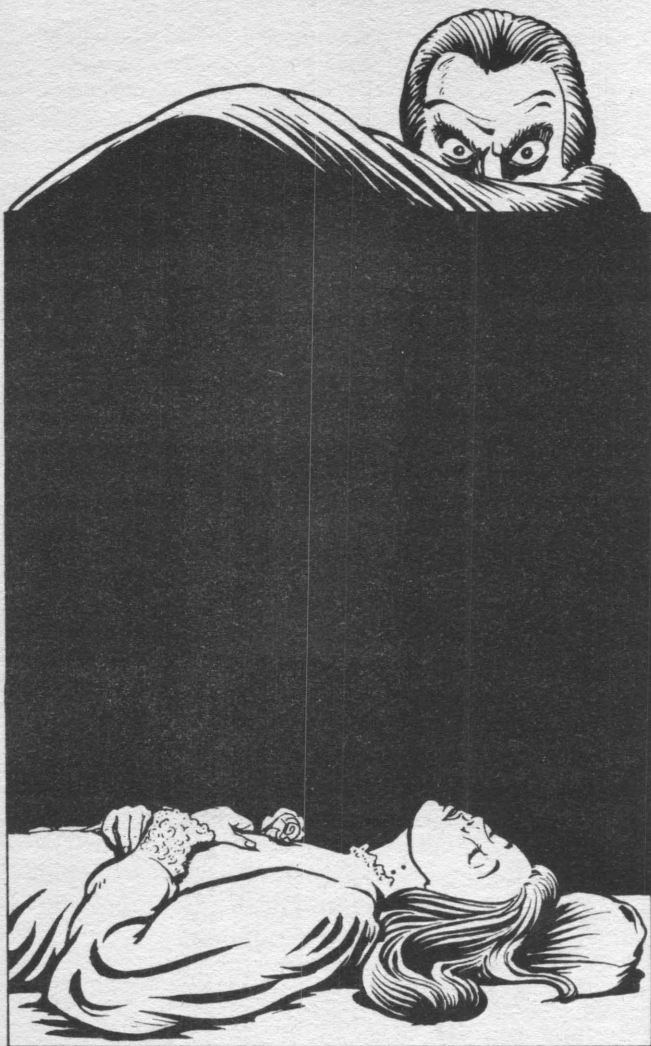
As mentioned earlier, you have the power to use certain clerical spells, which are listed in section **345**. Each of these spells may be used *only once*, however, so use them wisely!

In addition, your magical Rod of Lordly Might possesses certain powerful spells, also listed in section **345**. Unlike your clerical spells, Chosen's spells may be used any number of times.

PLAYING WITHOUT DICE

Should you ever wish to play the adventure when dice are unavailable, there is a simple substitute that requires only pencil and paper. Simply write the numbers 1 through 6 on separate slips of paper and mix them up in a container. Then draw one of the slips, note the numbers, and place it back in the container. Mix up the numbers and draw a second time. Each draw represents one roll of the die. If only one die is called for, draw only one number.

Your character—Jeren Sureblade—is now complete, and you are ready to begin your adventure. Turn to page 17—and good luck!



They have come again tonight—more of those who would seek to destroy me, more of those who think they are doing some worthy service for the world by seeking me out in my own home and trying to put an end to me.

Don't they know? Don't they listen to the silence of those who have come before them, never to return? Are the rewards so great for destroying Count Strahd von Zarovich that they pay no heed to the dangers?

They came in with foolish confidence tonight. I heard them as they rode across the drawbridge into Ravenloft itself.

Of course, their confidence is utterly misguided.

This time there is a fighter and a girl. The fighter is a paladin—one of those strange beings who seems to be apologizing for his skills as a fighter by also trying to be a cleric. The girl looks like a fighter, too . . . but there's something about her that says she is not a natural fighter. That's good. Women are meant for the gentler arts, particularly a beautiful one such as this one. Perhaps I will take the time to teach her to use her charms as they were meant to be used. . . .

Mikhash, the gypsy, says he thinks the woman is Ireena. But Mikhash is a fool, and I take no stock in his foolish words.

It has been a while since such as they have come to Ravenloft. I have had to go out into the countryside myself in order to gain nourishment for my soul. But I should sup well tonight, or perhaps tomorrow night—whenever I have finished with this game. Those who come are so young. Let them at least be useful. . . .

Enough of such thoughts for now. I must go now and prepare. . . .

Turn to 10.

Just as Ireena fires the magic missiles, the gargoyle before her, angry at being sidetracked from charging you, leaps into the air. Her missile explodes harmlessly on the other side of the room.

You know Ireena badly needs your help. The gargoyle is backing her toward the wall, claws and fangs flying.

You lunge toward the creature and stab it in the back before it hears you. It falls to the floor before Ireena even realizes you are there. She slashes at you with the wand, thinking you are a gargoyle, and accidentally cuts deep into the side of your head. Deduct 2 hit points from your total. If you have the luckstone, subtract only 1 point.

The girl is horrified at what she has done.

"I'll be all right, Ireena," you say, trying to calm her fears.

Finally she calms enough to bandage your wound, and the two of you take time to catch your breath. Turn to **197**.

3

You walk slowly around the room. The count's study is a fascinating place, clearly a room frequently used by one who delves deeply into magic. There are numerous tomes—all well-thumbed—on the history of Barovia and neighboring lands, as if the count was fond of studying his own past. Double doors across from the fireplace appear to be locked.

Roll a single die. If you roll a 1, turn to **181**; a 2, **207**; a 3 or 4, **196**; a 5, **36**; or a 6, **51**.

4

The room is considerably larger than the "false" treasure room but still not very big. But it doesn't take much space to hold immense wealth in treasure.

As all the precious objects in the treasure room sparkle and glitter in the torchlight, you feel a strange magical presence here. You know, of course, that in any treasure collection it is likely that some of the gems are magical. You can't pick out any in particular, but you feel peculiarly aware of them.

Roll a single die. If you get a 1, turn to **342**; a 2, **328**; a 3, **315**; a 4, **244**; or a 5 or 6, **260**.

5

Ireena aims the Wand of Magic Missiles at the gargoyle whose attention she has caught. It reaches its sharp claws

out to slash at her, but the magical burst of energy catches it full in the face, and the evil creature explodes into pieces!

When you reach Ireena's side, she is still waving the wand back and forth, her eyes closed in fright.

"You can stop now, Ireena," you say, laughing. "We've done it. You can put away the wand!"

Turn to 197.

6

You walk quietly down the hallway beyond the double doors, passing statue after statue of robed and hooded figures. Suddenly you notice Ireena stiffen and let out a gasp.

"What is it?" you say.

"It's alive!" she hisses as she stares intently at one of the statues. "Look, its eyes follow us as we move!"

Your sword at the ready, you walk slowly past the statue, staring at its eyes. They do, indeed, seem to follow you as you move. But a thorough inspection of the sculpture shows that it is a result only of the artist's skill.

Continuing on down the hallway, you quickly come to another set of double doors. Hearing nothing through them, you slowly push them open and peer through.

In the light from the hallway, you can see into a vast, seldom used room. Heavy, ornate carvings are mounted on the walls, but you can barely see them through the thick, rope-like cobwebs that cover everything. The dust, thick on the floor, swirls slightly from the breeze made by the door swinging open.

If you have explored Ravenloft's chapel before, turn to 160. If you haven't, turn to 15.

7

Recognizing that the three remaining gargoyles may be too much for you to handle, you decide to even the odds as much as possible by using your Command spell.

"*Stop!*" you command in a loud voice, and instantly the gargoyle closest to you freezes in place, a look of astonishment on its evil face. Cross your Command spell off your list.

The monster behind it, moving forward quickly, stum-

bles over the body of the gargoyle you slayed and falls to the floor. The third creature, however, has an instant to see what has happened and it flutters upward, avoiding the others, and dives toward you.

"Ireena!" you shout. "Use your wand on the one on the floor." Then you raise your sword to face the gargoyle diving toward you.

Roll two dice and add the result to your fighting skill score. If the total is 17 or more, turn to **61**. If it is less, turn to **55**.

8

Frantically you try to wrench yourself from the spider's grasp, but the creature only tightens its forelegs until all you can feel is the dreadful burning sensation of the poison entering your veins.

For just a moment after you feel your body start to go limp, your mind remains yours. In horror, you watch the mammoth creatures begin to wrap you in their ropelike webs. And as your mind slips away, your last thought is regret at having left Ireena alone and imperiled by the Master of Ravenloft. ✕

9

By the time you have climbed to the landing of the stairway, you are questioning your decision. Each step draws forth a horrible creak of complaint from the ancient wooden staircase. But after you turn to the next section of stairs, you quickly see by the amulet of light that some of the ornate grillework you saw high in the chapel wall is visible.

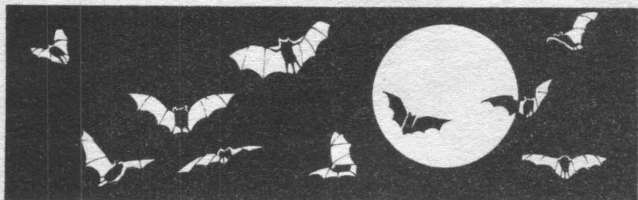
Realizing that the creaks and groans of the wood are more symbol than substance, you reach the upper floor and find yourself in a narrow corridor, formed on one side by the wall of the chapel lined by grillework. An alcove creates a balcony overlooking the chapel. Two tattered, rat-chewed chairs sit in the alcove, and behind them you see double doors leading into a wide corridor.

The empty corridor seems to moan in despair. However, nothing happens as you near another pair of double doors.

Hearing nothing, you push them open and step into a narrow corridor that stretches off to your right, but on your left ends about ten feet away. Immediately in front of you is a pair of elaborately carved golden doors.

"This must be the throne room!" whispers Ireena. "Surely that would be the only room with such wonderful doors."

Knowing that she's probably right, you push on the doors. Turn to 111.



10

Last night, as you slept in the loft of a rustic wayside tavern, you had a dream that left you feeling uneasy this morning. In the dream, a beautiful girl was running, screaming, down a village street. Dark shapes of bats dived around her flowing dark hair. One bat had attached itself to her temple, and dark red blood was running down the side of her face. As she ran past you, terror distorting her face, you tried to pull the bat from her head, but the evil creature just reached out toward you with the claws on its wing joints, raked you across the face, and returned its attention to the panic-stricken girl. Not only had you failed to help her, but perhaps you had also made matters worse.

You are Jeren Sureblade, and you have little knowledge of failure. Only success—success in battle, success in adhering to your faith as a cleric—has brought you to the high standing of a fifteenth-level paladin. You are both a cavalier and a thirteenth-level cleric, fighting with both sword and spells. Even the thought that you might fail to help a woman in distress makes you shudder.

Deliberately turning your attention away from the discomforting memories of the dream, you study the road ahead of you. You're not even certain why you are on this



road, but the gods have been directing you to follow it since you left the tavern this morning. Now you begin to perceive why—there is an increasing aura of evil about this narrow road as it passes through dense woods on both sides. Fog is beginning to close in on you, shrouding the path before you. It swirls around your horse's feet and then rises up to blot out what remnants of sun remain on this gray, gods-forsaken day. You feel an inner excitement, as if you are nearing the destination your gods have planned for you in this misbegotten place.

As you become aware of the strengthening aura of evil about you, you are glad that you carry Chosen, your magical Rod of Lordly Might. Your powerful weapon was a gift of the clerics at the temple where you worship. They told you that, in addition to its ability to be transformed into a variety of weapons, it also has three spell abilities. It can induce fear, cause paralysis, or transfer life energy from an enemy to you. *But*—and it's a powerful *but*—none of the clerics could tell you how many charges the weapon has. Without knowing how many are available, you fear it might run out at a critical moment.

But for right now, you're glad to have Chosen as a weapon, in addition to your sword.

Suddenly the forest around you opens, and you find yourself unexpectedly at the gates of a small village. You start to lean down to open the gates, but instead they give the harsh screech of metal on rusty metal and swing open of their own accord.

Startled, you draw your sword and hurriedly look around for danger, but you can see no one in the fog. Thanking the gods for your perpetual Protection from Evil spell, you ride on through. The gates screech closed behind you, meeting with a clang that quickly dies in the fog.

You have entered a small, lifeless village. Ancient buildings seem to lean toward you from each side of the narrow roadway, but they appear to be dead. Their shutters are closed tight; no welcoming smoke issues from their chimneys. Usually, upon entering a village, you would find yourself greeted by chickens scattering out of your way from the road, or dogs barking in protest at a stranger

in their territory. But here you are met only by silence.

Then, suddenly, a scream pierces the fog. You look up to see a beautiful girl—the girl in your dream!—running down the street toward you. The dark, sinister shapes of bats dive around her beautiful dark hair. One, you see with revulsion, has attached itself to her temple, and dark red blood streaks the side of her face. As she hurries past you, terror written on her face, you try desperately to catch her and force the clinging bat from her head, but the evil creature swipes at you with its tiny claws on its wing joints, raking you across the face. Then, instantly, its attention is back on the girl . . . and her blood.

“Please!” you hear her moan as she drops to her knees in the fog-shrouded road. You don’t know whether her plea is directed at the bat or if she has seen you, but you know you must do something to help her.

Afraid that using your sword might endanger the girl, you quickly pull out Chosen. You hold the rod aloft and murmur the words of the spell that should cause paralysis. Mark on your Character Stats Card that you’ve used one of Chosen’s charges.

To see if the bats can save against the spell, roll two dice. If the total of the two dice is 10, 11, or 12, turn to **31**. If it is any other number, turn to **17**.

11

You step into a room that seems the exact antithesis of the other rooms you have seen in Ravenloft. Instead of being dim and gloomy, it is bright and warm with firelight. The flickering fire reflects off the shining spines of well-used books. Deep-cushioned chairs are scattered throughout the room. Obviously this is a room that is frequently used.

If you have been in the study before, turn to **16**. If you haven’t, turn to **3**.

12

The creature cringes before the sight of your holy symbol, but then she seems to gather herself together and comes at you prepared to attack. Turn to **79**.

13

You turn and see a white figure emerge from between the fogbound stone crypts on each side of the central aisle. At first, the figure appears shapeless, but then you realize that it's a mummy!

Suddenly two more of the dread figures appear out of the foul mist that shrouds this horrible place.

You find yourself almost gagging as the incredible fear brought on by the sight of the creatures paralyzes you. Can you overcome that fear in order to act? To see if you can save against the incredible revulsion you feel, roll two dice. If the total is 5 or more, turn to **333**. If it is less, turn to **294**. If you have lost a life level to another undead creature, you must roll a 6 or more to save against the fear.

14

Old emotions seem to seep into your soul and have the odd effect of making you feel stronger in your ability to take on whatever monster you might encounter in this room and yet oddly vulnerable to attack.

In any encounter you might have while you are in the throne room, add 1 point to whatever skill score you use and 1 point to any damage done by a monster if the damage calls for a die roll. Turn to **293**.

15

As you step through the double doors and peer around, you realize that you cannot see very far into the room. You make out something on the far side that looks like an altar, on which you think you see a small statue, but you're not certain. Nor can you see very far into the dense shadows beyond the light. The room appears to be a chapel.

Roll a single die. If you roll a 1 or 2, turn to **43**; a 3, **302**; a 4, **96**; a 5, **113**; or a 6, **123**.

16

You stand in front of the fireplace for a moment, staring with renewed astonishment at the picture that is such a startling likeness of Ireena. Then, realizing you must move on, you check all the doors leading out of the study.

To your right is a door that opens into darkness (154). To your left is a smaller door (278). When you open it, an odor of mold and decay assails your nose. Across from you is the double door which you tested when you entered the study and found locked. Also across from you, in the corner of the room, is a small door that is almost indistinguishable from the paneling of the shelves around the room (201).

17

As you watch in anticipation, the bat stiffens in a sudden paralysis caused by your magical weapon. Its hold on the girl's temple is lost, and it slides stiffly to the ground.

The girl's sobs of relief ring in your ears as you direct your horse's prancing feet to the foul black creature lying on the road. In a second, it has been trampled into the mud.

"Th-thank you!" the girl exclaims gratefully, brushing her dark, disheveled hair back from her face.

"It's my honor," you reply, bowing from the waist. "But why was that creature attacking you? It's a curious thing for a bat to do, especially in the daytime."

"That's . . . part of a long story," she replies, "a long, sad story." Tears come to her eyes, and she compresses her mouth in an effort to hold them back.

"Is there anything I can do to help?" you ask gently. Surely the gods won't mind an interruption to whatever they have planned for you.

The girl's eyes suddenly shine with excitement and gratitude through the tears. "Perhaps you can. . . . Oh, please, come inside!"

You follow the lovely, raven-haired girl into a solid but run-down house across the road. Turn to 50.

18

The sight of the chair arm coming to life and reaching out to grab you sends shivers up your spine. You quickly unsheathe your sword and slash at the gruesome mimic just as it forms another "arm" to reach out for you.

Roll two dice and add the result to your fighting skill score. If you have the Sunsword, add 2. If the total is 18 or more, turn to 137. If it is less than 18, turn to 112.



19

The remaining wolves watch the timing of your swings with alarming intelligence in their eyes. Then suddenly they leap.

Roll two dice and add the result to your fighting skill score. Add 2 because you are using Chosen's magical battle-ax. If the total is 18 or more, you have made a hit. If you score a hit, roll one die to determine the number of wolves destroyed and subtract it from your previous total. Then repeat the procedure until all wolves are dead.

Whenever you fail to hit by not rolling 18 or more, roll a single die to determine the amount of damage you receive and deduct it from your hit points.

You are unable to leave until all the wolves are destroyed because Ireena is cowering next to the wall and is blocked from you by the remaining snarling animals.

If you lose all your hit points, turn to **313**. If you kill all the wolves, turn to **343**.

20

Suddenly a blow strikes you with the terrible power of the undead. You have no chance to defend against it.

Roll one die for damage and add 2; subtract the total from your hit points. As you reel from the blow, you feel a horrible coldness creep into your limbs. You are powerless to do anything as you feel 2 levels of life energy drain from you. From now on, use a fighting skill score of 2 points less. If you have the Restoration spell, you may use it to regain 1 life level. Turn to **200** if you need to understand what happens when you lose life levels to an undead creature, then return here.

If you have already lost levels to Strahd or other attacks from the undead, the 2 levels lost here are in addition to

those. If your life levels reach 0, turn to **311**. If your hit points reach 0, turn to **338**. Otherwise, turn back to **300** and make another combat choice.

21

Frantically you try to wrench yourself from the spider's grasp. For a moment, you're afraid it won't work, but then you scrape past its brittle forelegs and manage to roll against a wall.

For brief moments, you are free of the spiders, and you suck on the small wound made before you broke free. There's a small rush of pain, but then you feel the poison being drawn from your body. In a few minutes, all that remains is a small stinging feeling at the point of the wound.

Deduct 2 points from your hit point total, then roll one die for the crushing damage that the spiders inflicted on you. Deduct this result from your hit point total also.

In the meantime, the spiders have continued to search for you. You're glad to see that Ireena managed to duck back out the double door.

Knowing that you must dispose of these creatures before you can go on, you heft your weapons and charge back into battle. The damage you did to them earlier pays off now. Using Chosen's magical battle-ax, with its great length and powerful blade, you manage to destroy the remaining spiders in a flurry of flying parts and crushed carapaces.

Turn to **303**.

22

Struggling to overcome your shock, you step forward to attack again, but before you can, Count Strahd instantly turns into a large black bat and flies away toward the ceiling, perhaps to some unseen exit. You hear the words, "My time will come, foul paladin!" drift from the darkness.

Roll one die for damage from the count's powerful blow and deduct the result from your hit point total. As you gingerly feel the spot where his blow fell, you realize that the strange coldness you felt is spreading. The vampire's extraordinary power has drained some of your energy, heart, and mind away into the negative material plane.

You have been drained of two life levels by the vampire. To understand just what this means in terms of your adventure, read the explanation in **200** and then turn to **149**.

23

Reaching the foot of the stairs, you find the malign fog gone. Gone, too, is the evil blackness. This place has an aura that is almost peaceful. Shining your amulet about, you discover two catafalques, spaced about fifteen feet apart, both bearing coffins.

You quickly study the labels on the coffins and learn that they are the final resting places of Barov and Ravenovia.

"Strahd's parents," murmurs Ireena.

Standing between the coffins, you say, "I sense that they were good people. They must weep in despair at the evil their son has wrought in Barovia!"

If your pregame roll A was a 5, turn to **34**. If it was any other number, turn to **121**.

24

The blow succeeds, better than you had even hoped. It severs the monster's arm completely. For a moment of utter horror, however, the arm appears to move of its own accord, arching its fingers toward you. But then it flops back to the floor and is still.

The zombie itself leans crazily toward the side of its wounded shoulder, then collapses to the floor.

There is silence in the room except for a rhythmic rush of air which you realize is your own heavy breathing.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

25

You soon reach a junction in the corridor. Using your amulet of light to investigate, you discover on the right a doorway leading into a huge tower. The main part of the tower consists of an empty shaft, through which wind gusts in terrible drafts. Around the outer wall of the shaft is a circular stairway.

Not ready to go back down to the main floor, you take the

stairway leading up and come out on a small passage leading to a north doorway. From under the door, you see a faint flicker of light. Turn to 11.

26

The sound of the organ makes you feel as if you have invaded a man's home. You're startled when you realize that's precisely what you have done.

When you say this to Ireena, she replies coldly, "Man? Strahd's not a man. Besides, he has invaded our village!"

You make your way toward the sound of the organ. Soon you find yourself in a wide hallway. There's another pair of double doors on your right, from which the music clearly comes, and down a short passage to your left is an opening into a narrow circular staircase.

You can turn back into the entry hall and make another choice (75), head toward the music on your right (45), or take the small circular staircase, either up (126) or down (139).

27

Suddenly you remember what Ireena said so many long, painful hours ago about the vampire possibly being afraid of water. You grab the small crystal Decanter of Endless Water from your pouch.

A snarl from Strahd makes you look up at him quickly, and you see his glare fastened on the small bottle. You snatch off the stopper and, bracing yourself, shout, "Geyser!" just as the vampire starts to change into a cloud of gray gas.

To see if you were quick enough, roll two dice and add the roll to your present dexterity skill score. Add 1 if you have the luckstone. If the total is 17 or more, turn to 85. If it is less, turn to 276.

28

"I'm overwhelmed," you say, after stirring through the treasure for a few minutes. "There's so much here that it's difficult to tell what might be important."

"Rubies and gold won't be of much use against Strahd," says Ireena thoughtfully.

Without replying, you kneel down and look into an elegant little coffer of wrought gold. You finger through the items in it until one in particular catches your eye.

"No, but this might," you say, pushing aside gems and coins from around it and pulling the item out.

If your pregame roll C was a 3, turn to **78**. If it was any other number, turn to **143**.

29

You speak the words of the spell, and a single bat stops its dive and hovers near your head.

"Please speak with me, bat," you say in a gentle tone.

Your ears pick up a faint chirruping whir, but inside your head you hear a low voice say, "What would you know?"

"Where is the Master of Ravenloft?" you ask.

"He is in this room . . . and elsewhere," comes the reply.

That's a lot of help! you think to yourself.

"How will I recognize him?" you ask aloud.

"He will reveal himself when he is ready."

"Does he have a weakness?" you ask.

"His love of a beautiful woman," replies the bat.

"What is his principal strength?"

"His determination to get what he wants."

The voice in your head stops abruptly, and the bat soars upward and disappears from sight. In a few moments, the other bats have all retreated, too.

You stare at the floor for a moment, lost in thought, until Ireena asks, "What did you learn?"

"I—I'm not sure."

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

30

The giant spiders tower over you. Their many legs make you feel as if you're being attacked by an evil, living forest. Moving carefully, you manage to duck among their legs, avoiding their lethal claws, and stab deep into the soft underparts. With screams of anguish, one by one they collapse to the floor in an ooze of gore. You manage to dodge each one as it falls. Then suddenly there is silence. Turn to **303**.

You realize in a moment that your magic has failed you. The bat still clings to the girl's head. You've just decided to take a chance on using your blade after all, when the girl, frantic with pain, runs to a tree and rubs her head viciously against its rough bark. To avoid being crushed, the bat releases its hold on her head, and in a minute you see it fly away through the fog and mist, chittering angrily.

You hurry to the girl's side, but she casts you an angry, disappointed glance. She pointedly ignores your helping hand, then runs to a once-fine home across the street. The door slams, and once again the village is silent.

Angry and disappointed with yourself, you follow her to the door and knock.

For several minutes, there is no response. Then finally the door opens and the girl stands before you. She has cleaned the wound on her head and combed her lustrous, dark hair.

She says nothing, just looks at you questioningly. There is a quiet assurance in her stance, perhaps even arrogance. She is surely no mere village peasant.

"I—I'm sorry I wasn't able to help," you say haltingly.

Suddenly her face softens and tears leap to her eyes. "No one can help me," she says flatly.

"Please, don't let my failure out there make you reject my help. I wasn't prepared, but I *am* a cavalier . . . a paladin, in fact. I'll be happy to help you in any way I can." You hesitate a moment, then add, "My gods led me here for some reason I don't understand. Perhaps they knew that you needed help."

She stares at you thoughtfully, unconsciously chewing her lower lip. You see a great tiredness and stress in her vivid blue eyes.

"Perhaps the gods did send you at that," she says finally. "They must know that the end is in sight."

"The end? The end of what?" you ask, your curiosity aroused.

She studies you out of the corner of her eye, then apparently comes to a decision. She sighs and says, "Come into my house. I will tell you a long, sad story." Turn to 50.

You turn into the dark hallway leading back to the secret chamber behind the fireplace. Suddenly a loud crack sounds over your head and you feel dust settle over your face.

“Get back, Ireena!” you shout.

The two of you leap back just as a huge beam falls from overhead. Its jagged splintered end settles crazily against one wall, blocking your path. You try to move it, but the massive piece of ancient oak weighs more than you and Ireena can handle. Turn to **189**.



From the vampire's finger leaps a streak of light. You grab Ireena and drop to the floor, rolling toward Strahd so that the streak passes harmlessly over your head.

Suddenly the hiss of the streak becomes a mighty roar, and it transforms into a fireball! The fireball thunders through the crypt chamber, blinding and deafening you, threatening to tear you to shreds. You hear Ireena whimper by your side, but you can do nothing about it.

Roll two dice and subtract the total from your hit points. If you have no hit points remaining, turn to **338**. If you still have some left, turn to **300** and make a new combat choice.

“Weep?” says a voice in the darkness.

You stand alert, your sword moving back and forth as you turn toward the sound, and out of the darkness behind Ravenovia's coffin steps a tall gentleman dressed in crisp, fresh evening clothes and a black cape.

You hear Ireena, beside you, gasp, “Strahd!”

The man rubs his hand across the coffin lid, in a gesture that is both loving and apologetic. “Weep?” he says again. “The dead don't weep.” Then a slight smile comes to his

face and he makes a deep bow and says, "Welcome to my home. I see that you passed through the blue curtain."

"Yes. What does it mean?"

"That your alignment is good."

You grasp Ireena's arm and pull her to you when you see the spasm of hatred on his face at the word "good."

"Ireena?" the count gasps. "Is that you?"

Your beautiful companion ducks behind you, and you can feel her quivering in fear. Turn to **70**.

35

You reach across the altar with Chosen and push the debris aside with its tip. It appears to consist mostly of gnawed wood, greasy dust, and bat guano. Rat-sized paw prints show the pile has been rummaged through by rodents. Beneath the trash is a medallion of some kind of metal. You pull it out and gasp as you brush off the grime.

What you have uncovered is made of platinum and is of unparalleled beauty. Shaped like the sun, the medallion has numerous holy symbols radiating out from a central crystal. It hangs from a chain of intricately wrought metal.

"Have you ever seen this before?" you ask Ireena.

She hesitates, then replies, "No, I've never actually seen it, but I think I've heard it described by Father Donavich, the priest at the church in the village. I remember him saying that the High Priest of Ravenloft used to wear such a medallion." Then she adds sadly, "Of course, there hasn't been a high priest at Ravenloft since Strahd von Zarovich and his evil took control."

Ireena's words stir your memory. If you are correct, what you have found is the powerful Holy Medallion of Ravenloft, missing for generations.

"Strahd won't be in control for long if I can help it," you promise fervently.

Grateful to have discovered such a valuable item, you place the medallion's chain around your neck and turn back to the small silver statue on the altar.

If you picked up the statue in the center of the altar earlier, turn to **171**. If you were studying the statue on the left before seeing the glint of metal, turn to **103**.

As you look around, you notice that the room seems to be having a curious effect on you. You feel a slight weakening of your powers, including your magical abilities, as if the evil Strahd had left some sort of effect on the room.

In any encounters that you might have in the study, deduct 1 point from whatever skill score is called for and add 1 point to any damage done in a dice roll by whatever it is you encounter. Turn to **196**.

The gods have heard your plea! The mummies, looking astonished, throw up their hands in apparent fear. Then they turn and quickly disappear down the passages between the small stone crypts on each side of you.

You wait in silence, your holy symbol held aloft, afraid that they will return, perhaps with others of their kind. The black, oily fog swirls at your feet.

Turn to **129**.

Her face pale but exultant, Ireena fires at the two gargoyles. Two bolts of powerful energy leap from the wand and enter the horrible gray figures that bend over you. In a magical instant, they are dead. You push one of the bleeding bodies off your legs as you rejoice in the sudden peace. The only sound is Ireena's harsh breathing.

"Thank you, Ireena," you say quietly as you struggle to sit up.

If you want to use a Cure Light Wounds spell, roll one die and add the result to your hit point total. Cross the spell off your list.

Turn to **197**.

As you raise Chosen into the haunt's sight, a look of consternation crosses its nebulous face. Then the look is replaced by one of determination. The magical Fear spell hasn't worked!

Before you can act again, the haunt moves toward you,

its arms outstretched. The creature strikes at you just as you give a vicious, frustrated diagonal sweep with your weapon.

To see whose blow succeeds, roll one die. If your roll is an even number, turn to **323**. If it's odd, turn to **76**.

40

Old emotions seep into your soul and have the odd effect of making you feel stronger in every way, as if you had found a kinship with the spirit of the counts who presided here.

In any encounter you might have in the throne room, add 1 point to whatever skill score you use and deduct 1 point from any damage done by a monster if the damage calls for a die roll. Turn to **293**.

41

Ireena looks deep into your face for several long moments, obviously appraising you. Then she walks across the room to the mantel over the fireplace and opens a small coffer.

"Jeren, I have something that may be of some help to you, if you are really willing to try to destroy Strahd."

She holds out her hand and opens it, revealing a large, rough, striped stone. "A luckstone," she says. "I've resisted the temptation to give it to any of the others who have come to Barovia, for fear I'd never see it again, but you . . . I think you will be the one to end this sad land's reign of terror."

Your spirits buoyed by Ireena's confidence in you, you grasp the luckstone and swear your life to the completion of this quest. Turn to **109**.

42

The stairway seems to wind upward forever. Soon Ireena begins to lag behind. You clasp her hand and let her lean on you as you climb.

Marveling that you met this beautiful girl in this beleaguered village, you just hope that you can relieve her of the burden the Master of Ravenloft has placed on her.

Finally you reach an opening in the shaft wall that leads into a large, dark room. In the light from your amulet, you

can see a large altarlike structure on one side of the room and heavy, ornate carvings mounted on the walls.

If you have explored the chapel before, turn to **160**. If you haven't, turn to **15**.

43

You move farther into the chapel, your amulet of light extending the range of your vision. Now you can see that elaborately carved pews have been tumbled around the room as if they were toys. Moving quietly so as to be alert for danger, you move among them toward the altar, where, you are now certain, a statue stands.

If your pregame roll A was a 3, turn to **155**. Otherwise, turn to **331**.

44

You creep out of the treasure room with its guardian skeleton, through the secret door, and into the darkness of the hall beyond it. Your amulet of light shines just enough to reveal the presence of walls on each side of you, but the walls are coated with dusty cobwebs that flutter in the breeze of your passing. You try to look up, but all you can see is more cobwebs. You shiver involuntarily at the thought of the vast numbers of spiders needed to make all those webs. Ireena, you know, is terrified of them.

Ireena moves along just behind you, keeping so close that her toes scrape your heels occasionally as you walk. Her fear is almost palpable as she tries to avoid the spider webs.

"I don't . . . like . . . spiders!" she affirms in time to her step, as if it were a charm. But if so, it doesn't work. On the last syllable, her voice rises to a shriek as a large spider drops on you from the web above you and immediately begins trying to encase you in the fine, silky strands.

"I can't stand not being able to see!" Ireena shouts in panic, then turns and runs back toward the lighted room behind you.

As you slap at the creature trying to wrap you in its webs, you realize that she's going back to get the torch!

"Stop, Ireena!" you shout, but the frightened woman pays no attention.

You have to try to stop Ireena and get the spider off you at the same time. It's no larger than your head, but it has a tenacious hold and will probably try to poison you if it can.

Roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 17 or more, turn to **108**. If it is less, turn to **93**.

45

As you push your way through the double doors, your eyes are blasted by a bright white light. When they adjust to the glare, you realize that you have entered a large room lit by three magnificent chandeliers, each one bearing hundreds of small flames.

Immediately your nose is assailed by the wonderful scents of a sumptuous meal. A long, lace-covered dining table beneath the chandeliers is laden with an incredible collection of steaming viands, and you can feel your taste buds eagerly anticipating the juicy roasts, succulent vegetables, and rich sauces you see before you.

Finally you remember the music that led you into this room. At the far end of the large chamber, an elaborate organ is being played by an elegant man in crisp, fresh evening dress and a black cape. His entire attention appears to be focused on playing the delicate melody, which you realize demands considerable nimbleness and skill, and he seems to be unaware that you have entered the room.

"Is that Strahd?" you whisper softly to Ireena beside you. She nods, fear in her pale face as she stares wide-eyed at the figure across the room.

If your pregame die roll A was a 6, turn to **65**. If it was any other number, turn to **146**.

46

Continuing on up the wide staircase, you come to a large landing where the stairs split into two smaller stairways that continue on up. The landing is elaborate, with tall columns and the remains of wonderful frescoes on the walls.

However, you cling to the wall as you turn the corner and carry on up one of the narrower staircases. Unexpectedly,

you find no door at the top of the stairs. Instead you walk directly into a chamber that feels huge even as you step into it. Turn to **111**.

47

Fighting with all the strength that's in you, you manage to keep the huge beasts from getting close enough to poison you, but you are unable to prevent physical damage from their crushing forelegs.

Roll one die for damage and deduct the result from your hit point total.

In the midst of the fray, you take a second to convert Chosen from a mace into a battle-ax. The greater length of the handle and the massive blade are even more effective against the giant spiders than the mace was, and you are able to quickly finish them off in a flurry of flying legs and crushed carapaces. Turn to **303**.

48

At that moment, you feel a chill permeate the air, and you detect a powerful evil approaching you out of the darkness.

Just as you become aware of Ireena stumbling backward in fear, you perceive the cause of her fear—a woman dressed in the apparel of long ago, with a look of anger and cunning upon her face, approaches out of the shadows.

But you know this can be no ordinary woman—not in Ravenloft! Looking closely, you see she's almost a transparent wisp of evil, who makes even you shudder with fear. She's a spectre!

You know that this creature could finish you off unless you're lucky. You also know that this horrible visitor from the negative material plane can, if she merely touches you, drain you of your power to continue this quest, your power to aid Ireena.

Then you realize that the apparition is ignoring you and advancing toward Ireena! The girl stands frozen with fear, her hands to her face.

Hurriedly you hold out your holy symbol and any other holy objects you have. Then you step boldly in front of the spectre.

If you have the Holy Medallion of Ravenkind, it alone is enough to turn the spectre (105). Otherwise, you must roll two dice. Add 2 if you have the Icon of Ravenloft. If the total is 6 or more, turn to 105. If it is less, turn to 216.

49

With a quiver of her hand, Ireena aims the wand at the chair holding you in its predatory grasp. A streak of energy leaves the tip of the wand and shoots toward the mimic. It strikes the creature's flesh, but only into the soft edge of a protrusion that is being rapidly pulled back in. The beast makes a slight noise but never loosens its grip on you. You feel the missile burn your face, but the horror of the failure overwhelms the pain.

Suddenly you feel yourself being sucked into the amorphous mass! You try to kick with your feet, but as each foot strikes the creature, it, too, is caught by the glue.

Now you're completely caught up in the beast. You feel your arms, the first parts to be caught, start to be digested! You throw back your head and scream . . . until it, too, is drawn into the monster—forever. ✝

50

The girl—Ireena Kolyana—tells you that you have entered Barovia, a village under the control of the counts von Zarovich, who have long resided in Ravenloft, the huge castle in the mountains at the other end of Barovia. The latest count, named Strahd, has ruled for a long time—an unnaturally long time. "Perhaps he will rule forever," Ireena says.

"But how can that be?" you ask, puzzled. "He's human— isn't he?"

"Once, perhaps. But no longer." She watches as you stare at her in astonishment. "Now . . . he is something else."

"Something else? What is he, then?"

"I—I don't know. He's something that will not die. Strahd has been up there in Ravenloft for years and years and years. And in that time, Barovia has turned from a happy land to a place of fear and darkness and suspicion. People go into the castle . . . and simply disappear. Sometimes they



even disappear from the village. We find their bodies later, pale and drained of blood.

"Worst of all"—she bursts into tears again—"some of them, women particularly, just gradually seem to fade away. *He* comes to them in the night, and the next morning we find them lying limp and fevered, with strange marks on their necks. Each morning they awake with less energy, less interest in the real world. This goes on for several nights until finally, one morning, we find them gone."

"But—but where do they go?" you ask.

"To Ravenloft, I think. They go there to live with the Master. But they don't really *live*. They are like him—dead, but not dead."

Ireena shudders and buries her face in her hands. "I—I don't want to be like that!"

"But why should you be?"

"Because I am becoming one of those women. Two nights now—nights of which I remember nothing!—I have awakened in the morning to find myself like that—limp, feverish, and—" She throws her lustrous dark hair back, revealing two deep, bruised wounds on the side of her neck.

This time it is your turn to shudder.

"After I was attacked, my adopted father, the burgomaster of Barovia, fell into a fever of despair and finally died of grief, certain that nothing could be done to stop Count Strahd." She shakes her head sadly and adds, "Father was once a strong person, but as Strahd von Zarovich became more and more powerful, Father seemed to lose hope. Then, when the count came after me, he had no strength left to fight. His heart broke." She gives a sob of anguish.

Your own heart goes out to her. You sense that perhaps this was the reason the gods sent you into Barovia. They have chosen you to help relieve this sad village of the evil that hangs over it.

You say a silent prayer of thanks to your gods for sending you and ask them for their help in what you are about to do. Then you blurt out, "I will put a stop to the evil of Ravenloft once and for all!"

Ireena seems to sense that you are indeed serious and that you really are a high-level paladin with great fighting

skills and the power of the gods behind you. Her eyes begin to shine with hope.

"I have heard tales of others who have gone to Ravenloft to try to put an end to Count Strahd," she says after a long moment. "Most have disappeared forever, but a few have managed to escape. My father found out that some of them had left items behind in Ravenloft, items that if we could find them would be of great help against Strahd."

You heard only one word. "We?" you ask, raising your eyebrow.

A strong resolve comes over Ireena's face, and she says, "My father collected all the information he could about Ravenloft, and he passed it on to me. There is no way you could defeat Strahd in his own castle without me, let alone find the objects that might be of help in destroying him!"

You look at her face with its fragile beauty, despite the smudges of tiredness evident in her eyes, and you want desperately to protect her. "Please, Ireena, stay here where you'll be safe. Let me fight Strahd alone."

A look of fierce determination comes into her face. "I would rather die trying to end the count's evil than merely sit by waiting to be turned into one of those . . . *vampires!*"

The same word had been flitting through your mind as you listened to Ireena's strange tale, but your mind had refused to accept it. Now you can ignore it no longer.

"Strahd is a *vampire*?" you ask, knowing the answer.

"There can be no doubt."

"Then I have no choice," you say resolutely. "The gods must have sent me here to destroy the Master of Ravenloft . . . or die trying!"

After trying once more to convince Ireena to stay behind, you finally accept the fact that she has the right to fight for her own life.

"But you must promise that if we should meet any . . . trouble, you will let me handle it."

She hesitates a moment, then replies, "Agreed. But what if something attacks me . . . or if you yourself need help?"

You decide to give her one of your most useful magical weapons, a Wand of Magic Missiles. "But please," you explain, "use it *only* when I ask you to."

Ireena quietly agrees. You keep to yourself your fear that she has been weakened so much by the nighttime attacks that the quest may finish her. Silently, you promise yourself that that must not be!

You've been discussing your plans for several minutes when you ask if there is anything else Ireena knows that might be helpful.

She hesitates and then says, "I don't know if this means anything, but Father was always puzzled by the fact that Strahd had all the ponds in Barovia filled in—even if it meant the stock had to suffer. It's as if—as if the count were *afraid* of water."

Puzzled, too, you put that thought at the back of your mind. Ireena can think of nothing else to suggest.

If you managed to get the bat off Ireena back on the road, turn to **41**. If you failed, turn to **109**.

51

As you look around, you notice that the room seems to be having a curious effect on you. You feel a slight weakening of your powers, including your magical abilities, as if the strange count who uses this room had left some sort of effect on it. On the other hand, your own internal strength to withstand damage seems stronger.

In any encounters that you might have in the study, deduct 1 point from whatever skill score is called for and also subtract 1 point from any damage determined by a die roll. Turn to **196**.

52

You hold Chosen aloft and direct it toward Strahd, calling on its Paralyze spell. But a vampire cannot be paralyzed magically, and the spell is wasted. Note that you've used one of Chosen's charges. The vampire takes advantage of your abstraction to duck in toward you. Turn to **62**.

53

Suddenly your sword flares a vivid blue light, revealing the presence of something evil, although it also shows that there is no fog here.

In the blue glow, you see two catafalques bearing coffins, about fifteen feet apart. Quickly you study the labels on the coffins and learn that they are the final resting places of Barov and Ravenovia von Zarovich.

"Count Strahd's parents," says Ireena.

"Yes, Mademoiselle Kolyana," and out of the shadows steps a man elegantly dressed in evening dress and a flowing black cape.

You start to say something but stop when he turns to look at you, a look of intense hatred and anger on his sharp-featured face. His red eyes almost burn into you.

He almost strangles on his words as he exclaims, "*The Sunsword!* How—" But he does not go on.

Certain now that you have a weapon that will be of great use against this powerful evil, you must decide whether it is enough for you to attack now (183) or should you try to turn this vampire, sending him away until you have found more weapons to use against him (290)?

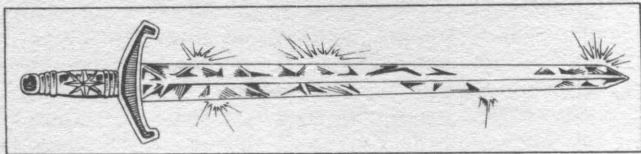
54

You draw Chosen from your belt. The woman gives a gasp as she sees it, as if she recognizes it as a powerful magic weapon. Then the gasp turns to a roar of rage, and you see the woman begin to change before your eyes. The dark gleam in her eyes turns to blood-red, and her smile becomes a grimace revealing long, pointed fangs. She's a vampire! Turn to 79.

55

As you see Ireena aim the Wand of Magic Missiles at the fallen gargoyle, you swing at the one diving for you. Still airborne, it stops its motion momentarily, avoiding your sword. Then, before you can bring your weapon back to strike again, the monster lands on you with all its claws exposed. Roll one die to determine the damage you take and subtract the result from your hit point total.

To strike again, roll two dice once more, trying to get 18 or more for a total. If you succeed, turn to 197. If you fail, roll again for damage, subtract the result from your hit points, and turn to 81.



56

The vivid blue glow of the Sunsword sends strangely colored shadows through the room. Out of one black shadow steps the elegantly dressed figure of a man.

You start to say something, but a look of intense hatred and anger crosses his thin face. His red eyes flare and almost burn into you.

Almost seeming to strangle on his words, he exclaims, "*The Sunsword!* How—" But he does not go on.

Certain now that you have a weapon of great use against this powerful enemy, you must decide whether it is enough for you to attack now (183) or should you try to turn him, sending him away by the strength of your faith until you have found even more weapons to use against him (290)?

57

As the spectre swerves to avoid you, you keep trying to touch it with Chosen. But as you lunge forward in desperation, you stumble and fall, failing to make contact with your magical weapon.

"Jeren!" shouts Ireena suddenly. "She's got meeeeeeee!"

And you watch, helpless, as the spectre drains the life energy of the beautiful, forlorn Ireena. After her encounters with the vampire, she had no energy left to fight.

Blinded by tears, you rise in fury and run toward the spectre, trying uncontrollably to strike with your sword. But the spectre's ready for you, and you feel it wrap both arms around you. You find yourself gripped by the abnormal strength of the undead, held in the clasp of death. Through your tears, you can see the spectre visibly strengthen as you yourself become colder—and death approaches. The spectre has won, and Strahd is still free to prey on Barovia. ✕

As if released by a spring, hundreds of large black bats, chittering loudly, stream into the study from out of the fireplace. They swoop about your head, and you bob and weave as you try to avoid them. Temporarily blinded, you stumble over a stool and fall heavily to the floor. Deduct 3 points of damage from your hit point total.

Momentarily stunned, you remain on the floor for a moment, staring up at the bats. You notice in particular one large bat with an aura of evil about it, hanging around the edge of the group.

"Ireena!" you call. "See if you can get that bat that's slightly larger than the others with the Wand of Magic Missiles!" You follow the course of the evil bat with your pointed finger as it swoops and dives.

Ireena draws out the small wand and points it directly at the bat. Roll two dice and add the result to her fighting skill score of 5. If the total is 11 or more, turn to **265**. If it is less, turn to **301**.

At first the mummies continue on toward you, and you're afraid the holy water failed. You prepare to retreat, knowing that even that probably won't help.

Suddenly, as if the holy water has finally soaked through the cloth wrappings, two of the creatures stop abruptly and begin to writhe soundlessly. The goodness of the water is permeating their evil bodies with pain.

Encouraged, you step forward again, holding your holy symbol boldly before you. Wrapped in your faith, you present an image of goodness that seems to strengthen the pain the remaining mummies are feeling. Two of them throw up their hands and turn, limping into the darkness.

Suddenly the third mummy, apparently undamaged by the holy water, springs at you from one side and strikes you a fierce blow with one powerful arm. Roll two dice for damage and subtract the total from your hit points.

As you stumble backward from the impact, you reach out with your sword and slash the creature across the cloth bindings. The mummy reacts to the blow in soundless

anger and tries to reach you. Bracing yourself, you thrust with all your might so that the mummy's momentum and the sword's motion combine to drive the weapon deep into the cloth-wrapped body.

After a terrifying moment in which the whole world seems to have stopped, the mummy stumbles to its knees, then falls to the fog-shrouded floor in a heap.

You rest momentarily, enjoying the hard-won peace. Then the inherent evil in the dark chamber of death begins to assert itself once more. It's time to move on. Turn to **129**.

60

Trying to be subtle in your movements until you have your weapons ready to attack, you move your left hand to the haft of Chosen and shift your other hand slightly on your sword to gain a better grip.

"Have you seen quite enough?" Strahd asks.

"*I have!*" you reply, lunging forward with your sword as you simultaneously turn Chosen into a battle-ax. All you want is an opportunity for your weapons to strike cleanly and to do as much damage as possible!

Knowing it's impossible to strike with both weapons at the same time, you wonder which weapon will be the more effective one against such a creature. Roll one die. If you roll an even number, turn to **125**. If you roll an odd number, turn to **145**.

61

As you see Ireena aim the Wand of Magic Missiles at the fallen gargoyles, you turn your blade on the one fluttering toward you, lunging as you swing. Still airborne, it slows its motion, trying to avoid your blow, but since you lunged as you swung, the arcing sword cuts deep into the creature's scaly chest.

With a cry of pain and rage, the third beast falls to the floor, landing on top of the others. Turn to **197**.

62

Strahd is attacking! Roll two dice and add the result to Strahd's fighting skill score of 11. If you have the luck-

stone, subtract 1. If the total is less than 19, the vampire fails to hit you; go back to **300** and make another choice.

If the total is 19 or more, Strahd has struck you a blow of amazing power. Roll one die and add 2; then subtract the total from your hit points. As you reel from the blow, you feel a horrible coldness creep into your limbs. You are powerless to do anything as you feel 2 levels of life energy drain from you. From now on, use a fighting skill score of 2 points less. If you have the Restoration spell, you may use it to regain 1 life level. Turn to **200** if you need to understand what happens when you lose life levels to an undead creature, then return here.

If you have already lost levels to Strahd or other attacks by the undead, the 2 levels lost here are in addition to those already lost. If your life levels reach 0, turn to **311**. If your hit points reach 0, turn to **338**. Otherwise, turn back to **300** and make another combat choice.

63

It soon becomes clear that the chair you saw is indeed a throne—massive, ornately carved, and bejeweled—standing on a dais. Walking closer, the light from your sword quickly outshines the jewels. The blade glows with the vivid blue light of danger!

You know that the sword's illumination indicates the presence of evil, but you wish it didn't announce your own presence quite so clearly! Turn to **56**.

64

With the sureness that the magical blade gives you, you lunge toward the count. But he moves slightly, causing it to enter his loose black cape instead of his body. Swiftly you try to withdraw your sword, but it becomes tangled in the fabric.

There's nothing you can do to prevent Strahd's blow, more powerful than you ever dreamed he would be capable of. As you reel under its impact, you feel his touch having a very strange effect—a great coldness comes into your heart, your mind, your soul, as if the vampire's touch alone could drain you of your very being.

Turn to **22**.

65

You stand there for a moment listening, all the while debating what to do. You hadn't expected to come upon the vampire himself so soon.

If you have the Sunsword, turn to **214**. If you don't, turn to **106**.

66

Startled at the vampire's action, you stare at him and find him gazing deep into your eyes. You seem to be caught by his gaze.

To see if you can save against the vampire's powerful Charm spell, roll 2 dice. If you are still a 15th-level paladin, you need a 5 or more to avoid being affected by the spell. If you have been reduced to 14th or 13th level, you need a 6 or more; 12th or 11th, 7 or more; and so on. If you succeed in saving against the spell, turn to **341**. If you fail, turn to **178**.

67

Ireena starts to turn away from the portrait, a look of an old despair on her face, when her look changes to surprise.

"Look!" she says. "A sword hilt."

There on the mantelpiece below the portrait is a glittering platinum sword hilt and guard.

You study its workmanship and detailing. You can't keep a tone of yearning out of your voice as you say, "Where did that come from? It—it's beautiful!"

Feeling a strange tingle in the hand holding your own sword hilt, you hold your weapon up to examine it. Then, without your hand even feeling it, the strange sword hilt leaps magically onto your own blade, replacing the hilt you were grasping! The blade you have carried ever since you became a chevalier glows vivid blue for an instant and seems to nestle securely into the hilt.

A peculiar sound echoes through the study, almost like a moan of anguish. It sends a spasm of fear through your heart, and for a moment you wish you had your Protection from Evil spell. Then you do hear a gasp behind you.

"The Sunsword!" exclaims Ireena. "We heard that the Master had found it and destroyed it long ago . . . but that

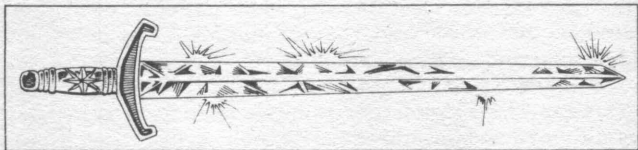
must not have been true." She pauses and looks up at you, deep puzzlement on her face. "Who are you that you have the blade of the Sunsword?"

"It's just as I told you, Ireena, I am a cavalier, a paladin. I know that my gods have sent me here to rid this blighted land of the vampire Strahd. I inherited that sword from my father. But perhaps this strange sword hilt would have joined the blade of any brave fighter," you muse.

"I doubt it," she replies thoughtfully. "Many armed men have come to Ravenloft. Either they run out screaming or they are never heard from again. But obviously none has found the hilt of the Sunsword before."

You stare thoughtfully at your wonderful new sword. With your old hilt gone, you clearly have no choice about whether to carry the new sword or not. You just hope that it is as powerful as your old one.

Turn to 102.



68

Ignoring the sound of the organ, you head toward the sculpted double bronze doors on the opposite side of the entry hall. Holding your sword at the ready, you push one door open and step through, Ireena close behind you.

Uncovering the amulet of light you wear around your neck, you can see that you are in a long, narrow hallway, with statues lining along the walls. At the far end, you see another set of double doors. Everything seems quiet and lifeless. You wonder if it was a mistake to go this direction. If you decide to go back into the entry hall and make another choice, retrace your steps and turn to 75. If you think you might as well continue on and explore this hallway, turn to 6.

You reach across the altar with Chosen and push the debris aside with its tip. The pile appears to consist mostly of gnawed wood, coils of greasy dust, and cobwebs, held together by bat guano. Rat-sized paw prints show in the dust around the pile. You stir the awful mixture slightly but see nothing that might have caused the flash that caught your eye.

If you picked up the statue in the center of the altar earlier, turn to 171. If you were studying the statue on the left before seeing the glint of metal, turn to 103.

Amazed that you have come upon Count Strahd von Zarovich so easily, you study him for a moment.

He has slender, well-defined features, with the polished look of a gentleman who has time to spend on his appearance. But you know that his surface handsomeness is made ugly by evil. His skin has the waxy pallor of death. You shudder at the thought that Ireena would ever have to have anything to do with him.

You have no doubt that he is infinitely evil. You're certain that if your Protection from Evil spell were working, it would have no effect on him—he could bypass such protection with ease. You can feel his evil, too, in the holy symbol you wear around your neck. It seems to take on a warmth in the presence of evil that you can feel deep in your chest.

Strahd smiles at you patiently as you study him. You can feel his charm, almost as if he were a gracious host—as, indeed, he might as well be, since you are in his home.

You start to return the smile but then remember Ireena's tales of the evil things he has done to the people of Barovia—the seductions of villagers' daughters, the deaths of the sons who went to their rescue, the evil that has spread throughout the land—all stemming from this undead man . . . this vampire!

You know you must ultimately try to destroy him, but are you ready? You remind yourself that Ireena was certain that the means for destroying Strahd were here in Ravenloft itself. Have you found them?

All this flashes through your mind as you study the man before you.

If you want to attack Strahd right now with the weapons you have, turn to **60**. If you would rather try to turn him, go to **206**. However, if you think there might be some benefit in talking to him, turn to **94**.

71

"Ireena, get that one with the wand!" you shout, motioning toward the plummeting gargoyle while keeping your sword moving between the two others. You see Ireena move cautiously in front of the new gargoyle, which has just landed, forcing it to turn its attention to her instead of you.

You move nimbly, alternating your attention between the two creatures before you.

Roll two dice and add the score to your fighting skill score. Add 2 if you have acquired the Sunsword. If the total is 18 or more, turn to **100**. If it is less, turn to **114**.

72

Moving as quickly as you can, you slash at the foul mummies before you. Your sword glows blue, its light flaring and ebbing as the battle rages.

Roll two dice and add the result to your fighting skill score. Add 2 for the magic of the Sunsword. If the total is 20 or more, turn to **192**. If it is less, turn to **118**.

73

Brushing cobwebs from your eyes and hair, you walk along the walls of the entire belfry room, studying them closely in the light from your amulet. Your fingers feel along the mortar holding the vast, ancient stones together. You tap the walls, listening for hollow sounds.

You find nothing.

If you are convinced that the belfry alone is not enough reason for the secret doors in the fireplace and the treasure room, or if Ireena closed the door to the treasure room, turn to **89**. If the secret door is open and you want to go back into the study, return to the room where you found the skeleton and turn to **307**.

74

You feel all around the base of the throne with your hand, tapping it around its entire perimeter, but perceive no difference in sound that indicate a hollow base.

Finally you say, "There's nothing there."

"Were you thinking there might be?" asks Ireena.

"I'm not sure. It seems strange that the throne should be mounted on that box for no obvious reason—when it's already on a dais. So I thought there might be some less obvious one."

Turn to **329**.

75

As you step back into the great entry hall, you hear a sudden flutter of wings above you, and you look up. Gargoyles! Three of the statues on the rim of the domed ceiling above you have come to life and are soaring toward you, their vicious claws outstretched, ready to attack. As you stand there, momentarily mesmerized, one of the horned creatures with glaring red eyes rakes you across the side with its claws as it lands near you. Deduct 2 hit points from your hit point total.

"Ireena!" you gasp urgently. "Get back against the wall and stay there unless I ask for your help!"

Behind you, you hear the girl start to protest, and you quickly add, "Please, Ireena, there's no time to argue! You don't have the energy to fight! Don't make me worry about you, too!"

The monster that struck you attacks viciously, its evil leering eyes glowing at the nearness of new prey. You fend the creature off with your sword, but part of your mind is busily trying to decide whether or not to use one of the magic spells of Chosen, your Rod of Lordly Might. Since you're not sure just how many charges it contains, you don't want to waste any on a fight that you can win another way.

Roll two dice and add the result to your fighting skill score. Deduct 1 point because your mind is not totally on fighting the gargoyle. If the total is 17 or more, turn to **159**. If it is less than 17, turn to **173**.



76

Your swing catches the haunt across the back, and insubstantial though he is, it pushes him away from you, off to one side.

You grab Chosen and press a stud along its length, turning the magical rod instantly into its most powerful weapon version, the battle-ax.

Roll two dice and add the result to your fighting skill score. Add 2 for using the battle-ax. If the total is 17 or more, turn to **128**. If it is less, turn to **92**.

77

Keeping your eyes on Strahd, you press a stud on Chosen's shaft and feel the magical weapon turn into a mighty battle-ax, with its large bladed head and long handle. You realize suddenly that Strahd seems to be preparing to use a magic spell, so you leap forward, swinging a mighty blow with your ax. With relief, you feel the blow crunch into the vampire's shoulder. Any *living* creature would surely have fallen, bleeding profusely from such a blow. But Strahd belongs to the undead.

Roll two dice and subtract the total from Strahd's hit points.

In spite of the blow, Strahd is again preparing to use a magic spell! You've got to break his concentration!

"Ireena!" you shout. "Throw some holy water at him!"

To see if the holy water hits Strahd, roll two dice and add the result to Ireena's dexterity skill score of 8. If you carry the luckstone, add 1. If the total is 13 or more, turn to **253**. If it is less, turn to **266**.

78

You gently remove a platinum medallion from the coffer, taking care that it doesn't catch on anything. Studying it closely, you see small but perfectly clear holy signs and runes etched into the surface, around a beautiful sharp central crystal. It's clearly ancient, but its power for good, truth, and light is evident from the moment you pick it up.

In a hushed voice, you say, "Ireena, come here a moment, please."

Clutching a goblet of purple crystal and gold filigree she was examining, she comes to your side.

"Have you ever seen this before?" you ask, showing her the medallion.

She hesitates, then replies, "I've never actually seen it, but I've heard it described by Father Donavich, the priest at the church in the village. I remember him saying that the High Priest of Ravenloft used to wear a Holy Medallion of Ravenkind and that it was very powerful."

"The Holy Medallion of Ravenkind!" you exclaim. "I've heard of its powers against the undead. But it's been missing for generations!"

You look at the medallion you've found with gratitude as you place its chain around your neck and turn back to explore the treasure at your feet. In moments, you locate an ornate silver item.

Turn to **143**.

79

You have a moment to decide if you want to use one of the magical charges in your Rod of Lordly Might. If you prefer to just use Chosen as a battle-ax, turn to **140**.

But if you want to use the rod's Fear spell, the vampire gets a chance to save against it. Roll two dice for the vampire. If the total is 8 or more, turn to **164**. If it is less than 8, turn to **297**. Whether it works or not, you have used one charge of Chosen's spell power; record it on your Character Stats Card.

80

"So that's your game, is it?" says Strahd in a coldly amused voice.

Trying hard to ignore him, you pray even harder, your prayers drowning out all other thoughts.

As you near the vampire, you see a momentary flicker of fear cross his face . . . but it is only momentary. The look then turns to a sneer, then to a laugh.

"Your gods are not with you today, paladin," he sneers.

You stare at him, feeling your anger grow.

Turn to **60**.

81

You can't seem to harm these powerful magical creatures! The evil vampire must have conjured them up as guardians to his castle!

In the time that you've been occupied with the gargoyle attacking you, the one that originally reacted to your Command spell has come back to life and is approaching, too.

Suddenly you have two of the large, snarling beasts coming after you, and you start to feel very vulnerable. If only your Protection from Evil spell were working! But it isn't, and the evil monsters, combining their attacks, soon crush you to the ground. You lie there, helpless, as the great beasts snap and bite at you. "Ireena! Get them!" you gasp. But you know that since she's not a magic-user, the missiles from her wand might not hit.

The girl fires her Wand of Magic Missiles at the gargoyles, releasing two of the magical weapons.

Roll two dice and add the result to Ireena's fighting skill score of 5. If the total is 11 or more, turn to **38**. If it is less, turn to **116**.

82

You know you have one weapon that—if it hits—will almost assuredly stop the spectre. But if you fail to hit with it, it may be too late to help her.

Suddenly Ireena comes to life. Her paralysis of fear broken, she turns and runs, sobbing, "Jeren! Stop it! Oh, please stop it!" And you know you have no choice.

Holding your magical Rod of Lordly Might before you, you hurry to your left to try to intercept the spectre, all the time praying to your gods for the power to drain the creature's energy with a touch of your wonderful weapon.

Roll two dice and add the result to your fighting skill score. If the total is 17 or more, turn to **339**. If it is less, turn to **57**. Note on your Character Stats Card that you have used one charge of Chosen's special powers.

83

It quickly becomes clear that the chair you saw is indeed a throne—massive, ornately carved, and bejeweled—

standing on a dais. Not knowing what to expect, you hold your sword ready as you walk closer.

You're amazed to discover a man dressed in fresh, crisp evening dress sitting, relaxed, on the throne. You halt, your sword held out in front of Ireena to protect her.

"Good evening," the figure says gently, a smile crossing his lips. "Welcome to my home."

Ireena whispers urgently in your ear. "It's Count Strahd!" Her voice trembles at sight of the man she fears so terribly.

"Ireena?" the man asks eagerly, looking past your shoulder. He rises and holds out his hand to her. He seems sincerely pleased to see her, but you feel her shrinking back behind you.

If your pregame roll A was 4, turn to **70**. If it was any other number, turn to **134**.



84

With a gesture and some murmured words, Strahd suddenly disappears!

You know that few of your weapons are useful against someone you can't see, so you hold perfectly still and, praying for help from your gods, begin to study the chamber, hoping you can somehow perceive where the vampire is.

Roll two dice to see if you can discover where Strahd is. If you are at the 15th level, you need to roll a 4 or more; 14th or 13th level, a 6 or more; 12th or 11th level, an 8 or more; 10th or 9th level, a 10 or more. Below the 9th level, you have no chance to perceive Strahd.

If you manage to see Strahd, turn to **300** and make

another combat choice. If you fail to see him and you have a Dispel Magic spell, turn to **316**. If you've already used that spell, turn to **20**.

85

Instantly a great stream of water gushes forth from the tiny vessel, arcs across the room, and hits Strahd an instant before he can work his disappearing act. The magical stream of water drives the undead creature back against the wall and holds him pinned against it.

You see him struggling against the water, but it's no good—his struggles gradually grow weaker and weaker until finally they stop altogether. His features begin to dissolve in the water, until you see only bone remaining.

You say, "Fountain," and the stream of water from the decanter decreases. You hold the stream on Strahd's body a moment longer, just to make certain that it is, at last, completely dead. Then you stop the magic stream and breathe a sigh of relief in the sudden silence.

In the new darkness of peace, Ireena Kolyana runs to your side and stares down at the body of her nemesis.

"Barovia—and you—are free at last, Ireena," you say softly.

She clasps your hand, and together you walk out of the awful crypt of Ravenloft. ✠

86

Your mace sweeps around the circle of fanged creatures, with your sword slashing out as far as you can reach and your left hand swinging Chosen in well-aimed chopping motions. Several wolves near you go down in a spatter of blood.

Roll one die and add the number to four to see how many wolves you destroyed. Subtract that number from seventeen and make a note of the number left.

The remaining wolves, leery now, back away slightly and regroup for another attack. You press a different stud on Chosen and the ball-like mace quickly changes into a long-handled battle-ax with a large, sharp blade.

Turn to **19**.

The vampire glares at the Sunsword, and you grip it more tightly, in case he could magically steal it from your hand.

Then Strahd reaches into a pocket in his jacket and draws forth something very small, which you can't discern. His fierce expression changes to one of friendliness as he holds one hand toward you, palm up. You stop in your tracks.

He smiles at you and says, "Your arm must be getting tired from using that heavy weapon. Why don't you just lay it down on the floor and rest your arm for a few moments?"

To see if you can save against Strahd's Suggestion spell, roll two dice. If you are a 15th level paladin, you need a saving throw of 3 or more. If you have lost life levels and are a 14th or 13th level, you need a 4 or more; 12th or 11th level, a 5 or more; 10th or 9th, a 6 or more and so on.

If you manage to save against the Suggestion spell, you laugh at Strahd and turn to **300** to make another combat choice. If you fail to save against it, turn to **170**.

You turn away from the sound of the organ and head toward the wide staircase on your left. You climb perhaps fifty steps as Ireena, beside you, becomes increasingly breathless. Then you see that the stairs curve away out of sight. Beyond the curve lies only darkness. You uncover the amulet of light you wear around your neck so that you can see the stairs ahead of you. You see that they are covered with a thick coating of dust, and you wonder when the last person climbed them. Everything seems quiet.

Perhaps there's nothing up the stairs, you think. At least the organ music was a sign of life.

If you decide to go back down into the entry hall, turn around and go to **75**. If you want to continue on up the stairs, turn to **46**.

Cautioning Ireena to be still, you close your eyes and try to calm yourself completely. You ask your gods for their help in finding the purpose of this room, if there is one.

Roll two dice and add the result to your wisdom skill score. Add 1 if you have the luckstone. If the total is 16 or more, turn to **130**. If it is less, turn to **161**.

90

You tap all around the perimeter of the base with your sword. On one side, you hear a slight difference in the echo, indicating the base is hollow.

Using Chosen as a crowbar, you pry out the wood from that side of the base.

If your pregame roll C was a 4, turn to **193**. If it was any other number, turn to **257**.

91

The heavy blow thuds into the vampire closest to you. To see if it was the real Strahd or not, roll one die. If you have the luckstone, you can add 1 to the roll. If your total is 1-4, turn to **138**. If it is 5 or 6, turn to **165**. If this is your second successful strike in your encounter with the mirror images, turn to **198** if you get a 1-3; otherwise, turn to **165**.

92

You would shake with the increasing coldness you are feeling . . . except that you don't even have the energy to shake. As the cold intensifies, you feel less and less able to move, until finally you are motionless.

You are completely aware of—but completely unable to prevent—the haunt taking possession of your body. As if your mind were somewhere outside of you, you watch your body examine your weapons.

Ireena, bewildered, asks, "Jeren, what's the matter?"

The haunt does not answer. You cannot answer.

"Jeren?" Ireena sounds puzzled and fearful.

Finally your body turns its back on the girl and walks toward the door.

"Now I will find Strahd!" the haunt exclaims with your mouth.

You have no idea what is going to happen next, but perhaps the object of your quest is going to be achieved—without you having anything to say about it. ✚

"It's all right, Jeren!" Ireena calls back to you. "I'll be back in just a second."

Horried, you realize that she doesn't know why you shouted. Taking the torch will cause the door to slide shut! She thinks she's being helpful!

Trying to brush the spider off your head, you leap back down the dark hallway toward the stone door. But the spider clings with the sureness born of having eight legs. And as it clings, it bites! You feel the creature's poison entering your scalp with a blinding sting that forces you to stop and rub frantically at your head with both hands. By the time you've pushed the spider off and the initial pain of the sting clears, Ireena has rejoined you. The torch in her hand illuminates the satisfaction on her face.

"I got it!" she says smoothly. "Now I feel a lot better about exploring this creepy place."

Frantically you try to grab the stone door, almost completely shut now, to keep the secret entrance from being sealed, but you have to let go as the stone threatens to crush your fingers.

Immediately you can see that there is no handle, no keyhole, no sign of a way to open the wall from this side.

Turning back, you crush the spider with one booted foot to vent your anger, then manage to quietly explain to Ireena what she has done. You add, "Just pray that there's another way to get out of here."

A look of consternation crosses her face, quickly replaced by a smile. "Oh, I'm sure there must be," she replies. "There seem to be stairs all over Ravenloft."

Deduct 2 hit points caused by the bite and turn to 325.

"Well, paladin, have you stared long enough?" There's a cold amusement in the vampire's voice.

You cough, abashed. "My apologies, Count. I was just startled to find someone of your obvious refinement amid such surroundings."

"Help is very difficult to find," he replies, obviously enjoying holding such an absurd conversation with some-

one who is trying to destroy him. Then he adds, "And they are even more difficult to *keep*—I find I have . . . ah, *other* uses for them. I'm sure that someone like yourself is well experienced in the practicalities of gracious living."

Amused at his image of you in contrast to the simple, often even rugged, way you live, you smile at the count.

As you do, you find yourself grasped and held by his gaze. His eyes seem to be burning into you!

To see if you can save against the vampire's powerful Charm spell, roll two dice. If you are still a fifteenth-level paladin, you need 5 or more to avoid being affected by the spell. If you have lost any life levels so far in your adventure, you need 6 or more. If you succeed in saving against the count's spell, turn to **153**. If you roll less than the required number, turn to **178**.

95

You pull at the Rod of Lordly Might hanging at your belt while keeping your sword moving with the other hand. The rod catches slightly on your clothing as you attempt to draw it, and you look down to see what has happened.

The wounded gargoyle takes advantage of your inattention to leap inside the sword and rake you once again with its needle-sharp claws. Deduct 2 hit points for the stinging wounds. But this time it also manages to slash at you with its scaly, pointed tail. Deduct another 2 hit points.

You draw the lordly rod back, pressing one of the studs along its shaft as you do so. Before your swing has made its full arc, the ball at the end has magically changed into a lethally sharp battle-ax, and the shaft has lengthened to some four feet. But the monster is now inside your reach.

To find out if you can step back quickly enough for the head of your incredibly powerful weapon to smash into the gargoyle, roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 17 or more, turn to **135**. If it is less, turn to **120**.

96

The chapel seems to have an exhilarating effect on you, as if you can fight better than usual. But strangely enough,

it also makes you feel somewhat more vulnerable than usual. While you are in the chapel, add 1 point to your fighting skill score and also add 1 point to any damage you may take by a dice roll in a fight. Turn to 43.

97

From the vampire's finger leaps a streak of light. You grab Ireena and drop to the floor, but you're too late!

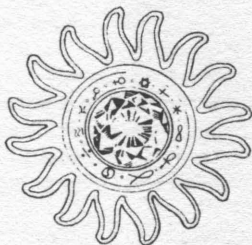
Suddenly the hiss of the streak becomes a mighty roar, and it transforms into a fireball! The fireball thunders through the crypt chamber, blinding and deafening you, threatening to tear you to shreds. You hear Ireena whimper by your side, but you can do nothing about it.

You can do nothing about anything. The fire reaches your lungs, and your last awareness is of your body starting to turn into a cinder. ✕

98

As you move, you begin to wonder what, if anything, can be in this vast room except shadows—and your amulet of light is creating a good many of them. Then you begin to wonder what might be in the shadows themselves.

If you have found the Sunsword, turn to 63. If you haven't, turn to 83.



99

Seeing Ireena frozen with fear, you quickly hold up your holy symbol. Surely only goodness can hope to conquer this mighty evil. At sight of the symbol, the dreadful undead creatures in front hesitate, and the ones behind run into them.

Roll two dice. You need only a 5 to turn the creatures away. Add 2 points if you have the silver Icon of Ravenloft; add 2 more if you have the Holy Medallion of Ravenkind. If your total is 5 or more, turn to **148**. If it is less, turn to **110**.

100

Your sword flicks through the air with a vengeance. It seems to take on a life of its own as it dances between the two evil beasts, never allowing them a chance to attack you. On the other hand, you're unable to get close enough to finish them off.

Hoping to trick them, you glance upward, a look of surprise on your face. As you hoped, one of the creatures looks up, too. As it does, you lunge toward its unprotected belly, plunging your blade deep into its flesh, ending its evil life. The second creature leaps at you, gouging your arm with its sharp claws, but you are able to shake the monster off. Before it can recover its balance, you give a powerful slash with your sword, almost decapitating the gargoyle.

Relieved, you turn to see how Ireena is doing. You know that she is not a magic-user and might not necessarily succeed with the Wand of Magic Missiles. To see if Ireena hits, roll two dice and add the result to her fighting skill score of 5. If the result is a 12 or more, turn to **5**. If it is less, turn to **2**.

101

You have lost considerable power to the energy-draining undead of Ravenloft and feel that somehow you must take the opportunity to rest. Grabbing Ireena's hand, you flee the room, knowing that you will have to return to it sooner or later in order to gain whatever object might be there to use in fighting Strahd.

But for now you find a small place of concealment under a stairway where the dust is so thick that you're certain no one has been near it in years. With Ireena by your side, you curl up on the floor and are soon sound asleep.

You awaken hours later to find that your strength has returned. Praying to your gods, you wrap your body in your own arms and soon feel the healing power that you possess

as a paladin working within you.

You have regained your strength and are once again a fifteenth-level paladin with your original fighting skill score. If you have lost any dexterity skill points, you also regain them.

Roll two dice *twice* and add the results to your hit point total—but remember, you cannot regain more hit points than you started the adventure with.

Not certain what path you followed before you fell asleep, you realize you are now lost. You wander, bewildered, until suddenly you step out into a domed room that you recognize as the entry hall. Turn to **75**.

102

With an additional puzzle in your head, you turn and survey the count's study. One shelf of books draws your attention particularly, and when you examine it, you discover that it contains a wealth of information about clerics and clerical spells. As you leaf through several of the volumes, you discover some sentences marked by underscoring, and large exclamation marks written by others.

One spell in particular catches your eye, and you quickly take the time to learn it. The Restoration spell will give you the power to restore one level of life energy if some monster in this evil castle should drain some of your strength.

Just as you turn back to Ireena, you hear her shout, "Look out!" Roll a single die. If you roll a 1, turn to **256**; a 2, **119**; a 3, **312**; a 4, **254**; a 5, **226**; a 6, **48**.

103

The fact that the statue on the left seems to be fastened to the altar fascinates you . . . but you know you must continue on with your quest. If you decide to leave the chapel now, turn to **160**. If you choose to study the mysterious anchored statue some more, turn to **127**.

104

You hold Chosen aloft and direct it toward Strahd, calling on the magical rod's Fear spell. A look of rage comes over

the vampire's face. To see if he can save against the spell, roll two dice. If the total is 6 or more, turn to **188**. If it is less than 6, turn to **133**.

105

At first it looks as if the spectre will simply glide right on by you, but then it catches sight of your holy symbol. As you see the figure become aware of your aura of goodness, it stops abruptly, a look of terror mingled with rage on its face. Then it turns with a snarl and flees into the darkness.

Ireena's legs collapse under her, and she drops, sobbing with relief, to the floor.

"It's all right now, Ireena," you say gently. "The evil creature is gone." You wait patiently until she recovers her composure.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

106

As you listen to the swelling music, you wonder if the musician is even aware of your presence. But then the music rises to a thundering crescendo that seems to echo a storm in the heavens, then stops. There's silence in the room for a moment, then Strahd lifts his hands from the keys and turns toward you.

"Good evening," he says in a voice like liquid velvet, a slight smile on his face. "Did you enjoy my music?"

You gulp, then reply, "Uh . . . yes. Most assuredly."

Strahd rises from the organ bench, bows slightly, then stands, relaxed, at its side. Turn to **70**.

107

Moving as quickly as you can, you slash at the foul mummies before you, *but nothing happens!*

You see your sword enter the undead monsters' bodies. You don't expect to see any blood, but you expect the blows to at least slow them down.

"They must be magical!" whispers Ireena.

As one of the mummies makes its way in past your sword and attacks with unbelievable strength, you realize that

your sword, powerful though it is, is not magical and thus is ineffective against these evil undead. Roll two dice for damage and deduct the total from your hit points.

Instantly, despite the pain you feel, you pull Chosen from your belt and press a stud that transforms it into a magical sword. Turn to **157**.

108

"It's all right!" she calls back to you. "I'll be back in just a second." Horrified, you realize she doesn't know why you shouted. Removing the torch will cause the secret door to slide shut! She thinks she's being helpful!

Rubbing frantically at your head, you manage to brush the spider off as you run toward the door, shouting, "No, Ireena! Leave the torch there!"

You reach the door and stand in front of the moving stone just as Ireena pulls the torch from its sconce. Immediately you feel the pressure of the door against your back.

"Put it back, Ireena!" you command. "It controls this door. We don't know that we can get out of here!"

"Oh!" she says. "You didn't tell me that."

Only then do you realize that Ireena wasn't in the room when you picked the torch up and lit it. Thank the gods that you reached her in time.

You try to wedge the door to keep it open, but the mechanism that closes the door is too powerful. You have to return the torch to the sconce to keep it open and rely on the light of your amulet to see in the darkness of the passageway. Turn to **325**.

109

The sun has sunk below the horizon by the time you reach the castle. You note that there will be no moon this night to shine through the roiling storm clouds overhead.

You study what you can see of the outside of the massive building before you. Sections of the stone foundation jut out past the doorway, as if endeavoring to surround you. You note the sheer, soaring walls, the intricate detail of its arched windows, the abrupt drop from the castle front to the bottom of the chasm which it overhangs.



"What are you waiting for?" whispers Ireena, terror building in her voice.

"I'm trying to decide the best way to get in," you reply. A flash of lightning punctuates your sentence.

"Just open the door! I've never heard of it being locked. Besides—"

The girl's voice breaks off as an eerie howl shatters the still darkness. You stand motionless, unable to prevent the brief shiver that traverses your spine.

"Besides," Ireena begins again fearfully, "the wolves will be out, now that it's dark."

With no more hesitation, you reach for the heavy twisted-metal handle on the huge double door. Still expecting it to be locked, your muscles tense to open the heavy door. You almost fall forward when the door opens easily, with not even a squeal of the ancient iron hinges.

As you step into Castle Ravenloft, the stench of evil accosts your nose. Suddenly you feel yourself enveloped in the evil around you, and you can't get away! In horror, you realize that your perpetual Protection from Evil spell—one of the boons of being a paladin—isn't working!

Aghast, you bow your head and pray to your gods that it might be reinstated, that they will grant you the power to work that spell again.

There is no answer. The evil in Ravenloft must be faced without your protective spell.

As you wonder if you have the power to go on, another set of double doors directly before you opens of its own accord. You involuntarily close your night-accustomed eyes to the bright glare of torches beyond the doorway. When you can see again, your eyes are drawn upward to four statues of dragons mounted above the door. You think you detect a momentary flash in one's eyes and tap it with your sword tip, only to find that it is indeed a stone statue.

"Listen!" hisses Ireena as you start forward.

Pausing, you realize that you hear the flaring sound of an organ echoing from somewhere within the great stone walls. Feeling yourself drawn toward the sound, you step through the second pair of doors into a huge entry hall, with Ireena following closely behind you.

You see no sign of life in the hall, just a fluttering of cobwebs as the breeze caused by the door opening dies away. Ropelike webs festoon the room, almost concealing the mold-eaten frescoes on the high, curved ceiling. Your attention is drawn to a number of gargoyles perched on the circumference of the dome. The gargoyles are motionless, but like the dragons, their eyes gleam with malevolence.

Ahead of you are more double doors, this time of sculpted bronze. To your left is a wide stairway that quickly disappears around a curve into darkness. To your right is an open hallway, which seems to be the direction from which the swelling organ sounds.

"Would anyone but the Master be playing the organ?" you ask Ireena, standing, pale and tense, at your side. When she shakes her head, you add in a fierce whisper, "Then let's go after him!"

"Remember what I told you, Jeren," she says urgently. "There are items of great importance in the castle, items that will help you put an end to Strahd forever, but only if you find them *first*."

"Surely it's better to attack now before he has time to prepare himself!"

"Strahd is *always* prepared," Ireena replies quietly. "But do as you will."

The girl's reservations make you rethink your plan. You ask, "Are there other people around—servants perhaps?"

"Only those he has made into . . . creatures like himself." She shudders and touches her hand to the bruises on her neck.

Hoping to distract her from such thoughts, you ask, "Do you have any idea what's upstairs?"

Ireena thinks a moment, then says, "All I know is that the throne room, where the counts traditionally administered justice and gave audience to people—in the days when they did so—" she adds bitterly, "was upstairs."

"Do you know of any other specific places within the castle, places where Strahd might be?"

"No . . . except I do know it is said that the source of the count's evil is in a small crypt in the dungeons of Ravenloft."

You can go into the lighted hallway toward the sound of the organ (turn to **(26)**). Or you can go up the stairs on your left and peer around the corner (**88**). The double doors ahead of you also beckon you (**68**).

110

The zombies continue to close in on you! The goodness of your holy symbol hasn't affected them at all, except to enrage them still further! They lumber toward you like some kind of juggernaut. Turn to **279**.

111

The room you enter is oddly barren. Windows, high on the walls, are broken, letting in a faint, mysterious gleam from the outside. What glass there is appears to be held in place mainly by cobwebs, which stretch in great arching loops to a chandelier that hangs askew. The ceiling is black as black can be, and it appears to ripple with movement.

As your eyes adjust to the vastness of the chamber, you realize that there is little in it but a tall, ornate chair near the south end. The chair stands with its back toward the doors. A few other chairs lie tumbled about on the floor.

If you have been in the throne room before, turn to **329**. If you haven't, turn to **335**.



112

As you aim for the strange mimic's false arm, the creature instantly forms yet another on its other side, and it strikes you with unexpected force. Roll one die for damage and deduct the roll from your hit point total.

Unfortunately, when the creature struck your left side, it exuded a strange gluelike mucous that makes your arm adhere to the the mimic-chair. No matter how hard you pull, you can't get lose!

Roll two dice and add the result to your fighting skill

score. You can add 2 for the Sunsword, but you must subtract 3 for the mobility you have lost because you are attached to the mimic. If the total is 18 or more, turn to 137. If it is less than 18, turn to 162.

113

The chapel seems to have a strange debilitating effect on you, as if you can't quite use your weapons, magical or otherwise, as effectively as usual. But peculiarly enough, you also feel less vulnerable.

While you are in the chapel, subtract 1 point from your fighting skill score as well as 1 point from any damage you may take by a dice roll in a fight. Turn to 43.

114

Eight sets of weapons—four sets of claws, two of fangs, and two lethally sharp, jagged tails—are more than you can handle with one sword, and both creatures rake you cruelly.

Roll two dice for damage and deduct the total from your hit points.

In pain, you glance toward the double doors, hoping you can put them between you and these bloodthirsty monsters! Leaping to Ireena's side, you say hurriedly, "Get out those double doors behind you. I'll keep these three busy and then follow you."

Turn to 326.

115

You breathe a deep sigh of relief and let the study's peacefulness fill you.

Gradually you become aware of a growing feeling of unease taking over.

Roll two dice and add the score to your wisdom skill score. Add 1 if you have the luckstone. If the total is 16 or more, turn to 136. If it is less, turn to 122.

116

Just as Ireena fires, the creatures snap at each other, quarreling over their kill. That motion prevents the mis-

siles from hitting them, and they explode harmlessly on the other side of the entry hall.

But the gargoyles now realize that they have a new enemy—Ireena! They leap at her, driving her back to the wall. In her fear, she forgets to use the Wand of Magic Missiles again, and she cringes back, her hands held out uselessly before her face.

In moments, the two gargoyles have destroyed the beautiful Ireena, finishing the job that the evil Strahd von Zarovich started. And as the foul creatures turn on you, with your own last breath, you ask your gods to put an end to the evil of Ravenloft. ☩



117

All you can do now, you decide, is try to get away.

You grab Ireena's hand and dash for the door, trying to escape. To see if you reach the door safely, roll two dice and add the result to your current dexterity skill score. Add 1 if you have the luckstone. If the total is 13 or more, turn to 158. If it is less, turn to 194.

118

As you slash madly, the cloth wrappings of the mummies begin to split and shred. There is no blood—the undead don't bleed. As your blade strikes a mummy, the creature reacts for only a second. You get no relief from the rain of heavy blows you receive when your sword is occupied with another of the creatures. Roll two dice for damage and subtract the total from your hit points.

Turn to 157.

From somewhere beyond the shadows, a group of incredibly hideous figures appears. Their bones are delineated and brittle-looking beneath their gray-green flesh. They're zombies! They wear the tattered remnants of the uniforms of guards and move together, as if they still remember their training in the land of the living. You know that the zombies of Ravenloft must be more powerful than regular zombies, or else they would have fled the instant they saw you. Your communion with your gods as a high-level paladin would have seen to that.

If you have the Sunsword, turn to **292**. If you don't, turn to **99**.

120

Unable to realize the full force of your swing at the beast because it is inside the reach of your arm, you step back hurriedly, but not before the gargoyle grabs the handle of your magical Rod of Lordly Might. Its powerful grasp prevents you from swinging the battle-ax, but you manage to prevent the beast from wrenching it from your grasp.

Suddenly you realize that perhaps Chosen isn't useless after all! You push it away from you as hard as you can, swinging your whole body into the motion. That forces the gargoyle to twist away from you in order to maintain its grip on the handle. The creature's backward movement exposes its vulnerable front, and you thrust your sword deep into the creature's belly. The dying monster tries to keep its grip on the handle of the battle-ax. But then, just as the other raging gargoyles lunge toward you, the first one releases its grasp and Chosen is yours to use again. However, before you can get it into action, the other three gargoyles strike at you, doing 6 points of damage. Subtract 6 hit points from your total.

Your sword blade and battle-ax flash unceasingly as you challenge the evil monsters. Chosen's long arm and sharp blade are usually successful in preventing the creatures from raking you with their claws, but occasionally, one beast is able to reach you momentarily, until your sword blade finally drives it back.



Roll two dice three times, each roll of two dice representing one gargoyle. Add each result to your fighting skill score. If any of the three totals is less than 16, turn to **231**. Otherwise turn to **175**.

121

You check the perimeter of the room and find no sign of anything special, although the room strangely seems to be cleaner than other parts of the castle. Finally you return to the coffins.

"There's nothing here," you say. "Let's go back up into the other part of the crypt."

Ireena shudders and whispers, "Do we have to?"

If your pregame roll B was a 5, turn to **167**. If it was any other number, turn to **203**.

122

You take another good look all around the room but find nothing out of the ordinary. Making a conscious effort, you are able to shake off your feeling of unease. Turn to **16**.

123

The chapel seems to have a strange debilitating effect on you, as if you can't quite use your weapons, magical or otherwise, as effectively as usual. It also makes you feel more vulnerable. While you are in the chapel, subtract 1 point from your fighting skill score and add 1 point to any damage you may take by a dice roll in a fight. Turn to **43**.

124

As you watch, a streak of energy leaves the tip of the small wand, but just at that moment, the haunt reaches for you, and the magic missile dissipates in thin air. Ignoring Ireena, the haunt advances on you once more.

As your mind races, trying to remember everything you know about haunts, the creature strikes at you just as you give a frustrated diagonal sweep with your blade.

To see whose blow succeeds, roll one die. If you roll an even number, turn to **323**. If you roll an odd number, turn to **76**.

The magical battle-ax seems to take on a life of its own, almost as if it were consciously opposed to the evil you are facing.

Roll two dice and add the result to your fighting skill score. Add an additional 2 for the battle-ax. If the total is 20 or more, turn to **280**. If it is less, turn to **259**.

Even with the light from the amulet of light you wear around your neck, you feel trapped as soon as you step into the stone shaft of the narrow circular stairway. Ireena walks by your side in order to get the full benefit of the light from the amulet.

You are beginning to think the stairs will never end and you sense that Ireena is having trouble keeping up with you in her weakened condition, when you reach a doorway leading out of the shaft.

With relief, you step out into a small room that looks like an office. It has a worktable with unlit lanterns on it. Account books, with dates on their spines stretching far back into history, line the shelves. There is no one present.

On the far side of the room, a single door leads out of the office. Push it open and turn to **111**.

No matter how hard you try, you can't budge the statue from the altar. But as you study it, you continue to be puzzled about why it doesn't move. Finally you put both hands on it and try to turn it, thinking that perhaps it will unscrew from the surface.

Immediately you hear a grinding noise, and then you feel a shuddering under your feet. The floor's moving! Before you can leap aside, the floor drops away from beneath you. Your heart almost stops as you feel yourself falling and hear Ireena screaming as she falls after you. But then you realize that you're not falling after all. Instead, you seem to be wrapped in a cocoon of silence. You stand motionless for a moment before you dare to open your eyes.

You're still all in one piece, standing in a low, dark cham-

ber. The light of your magical amulet reveals nothing but low fog swirling above a marble floor. When you glance upward, the ceiling appears to be moving! You hold the light higher and realize that it's swarming with bats!

"How did we get here, anyway?" gasps Ireena.

"That statue must have been the handle of some kind of transporting device," you reply. You focus your attention on the edge of the area of light shed by your amulet. As you turn around, you see several crumbling crypts that appear to divide this strange, dungeon world you've entered into a maze. Turn to **336**.

128

The weight of the blade and the bigger arc of the long-handled weapon finally give you the edge over the haunt.

As you watch, the already insubstantial figure seems to disintegrate before you. What was partly visible before dissolves into nothingness. The last remnant of the haunt's slight corporeal existence is the merest whisper of a voice saying, "... must ... finish Strahhhhd. ..."

In some strange fashion, you feel sorry for the haunt. You feel a need to assure it that you will, indeed, do your best to fulfill its final wish.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

129

For several minutes, you contemplate what you should do. Finally you say, "Perhaps we'd better go back up to the main floor of the castle."

"It has been said that all the evil Strahd von Zarovich works on Barovia stems from whatever he keeps here in the crypt." You listen intently to Ireena's words, but you're not sure you're ready to hear them.

If you want to take the circular stair at the west side of the crypt, turn to **42**. But if you choose to continue to investigate down here, the time has come to go through the fog-bound passages that separate the cold stone crypts. You can go to the north (**185**) or the south (**299**). In the darkness and fog, the passages appear identical.

Refreshed by your meditation, you once again run your fingers along the walls. Soon you begin to sense the faintest of irregularities in the mortar around some stones in the north wall. Within minutes, your heart beating with excitement, you have found the outline of a secret door.

You run your sword along the almost invisible crack and detect a minute latch. You jiggle it, and the wall begins to open. Ireena pushes up beside you to watch as the opening widens.

"Jeren!" she gasps. "It's the *real* treasure room!" Turn to 4.

"Have you seen quite enough?" he asks smoothly.

You find yourself embarrassed at having been caught staring. You hurriedly glance over at the table.

With an amused tone, Strahd says, "May I offer you some dinner? I'm afraid I can't join you—I . . . uh, don't dine at this time of night—but, please, feel free to enjoy yourselves." Then he adds, "I have duties elsewhere."

Then he laughs heartily. You turn to him, puzzled, just in time to see the vampire disappear into thin air!

Rushing to the organ bench, you search all around it. Then you notice the mirrors—several of them, all carefully placed around the organ.

"It was an illusion!" you gasp. "It was all a trick!"

"But why?" asks Ireena.

"Strahd was just showing his power," you muse. "Teasing us, like mice in a cage." Then you turn to Ireena and say softly, "Stay close by me, Ireena."

Turn to 186.



132

You creep cautiously forward, trying to be as quiet as possible as you feel each step with your foot. You lead Ireena by the hand so that she can follow in your footsteps and avoid any of the tumbled furniture.

Suddenly your eye is caught by a patch of white, and out of the darkness steps a figure clad in formal evening dress, with a crisp, white shirt and a flowing black cape. Behind you, you hear Ireena gasp, and her hand begins to tremble.

"Good evening," the figure says in a voice like velvet. There is no anger or even curiosity in his voice—merely amusement. You begin to feel foolish at having been caught in a gentleman's home. He looks past you as Ireena stirs behind you.

"Ireena? Is that you?" There's an alarming tone in his voice as he says her name, and his eyes flare, revealing a strange redness as you stare at him. Turn to 70.

133

The vampire raises his arms as if he is about to attack you. But instead, his rage changes to fear. He cringes, turns in his tracks, and disappears into the darkness. Note that you have used one charge of the rod's power.

If you are still at or above the 10th level, the spell keeps Strahd away for two rounds, during which you can heal yourself twice if you care to do so. Be sure to check whatever you use off your list. If your life levels have already been reduced to less than 10, the spell keeps Strahd away only one round and you may heal yourself once. In either case, when he returns, you have first attack. Return to 300 to make another combat choice.

134

Your growing fondness for this beleaguered woman suddenly rises up in you, and you want to put a stop to the cause of her fear!

Stepping forward, you demand, "Hold, evil one!" When the figure steps toward you, you lunge with your sword . . . straight into an illusion that dissolves the instant the light from your amulet strikes it!

At first you have an urge to laugh, but then you notice the horror on Ireena's face.

"That could really have been him!" she gasps. "How can we hope to beat a powerful magic-user such as he?"

"Don't despair, Ireena," you say gently. "Remember, as you said earlier, his own possessions, right here in Ravenloft, will destroy him."

Oddly you find yourself both disappointed and relieved at not yet having to confront the vampire.

Turn to **163**.

135

You leap back, taking the closing gargoyle by surprise. It roars in anger and flies at you, with its claws ready to rip you apart. But the side of your battle-ax slams into its head, and the others leap forward.

Your sword blade and battle-ax flash unceasingly as you defy the evil creatures. Chosen's long arm and sharp blade prevent the creatures from reaching you with their claws, but occasionally, as you concentrate on one or two of the beasts, the third is able to slash at you momentarily, until your sword blade can drive it back.

Roll two dice three times, each roll of two dice representing one gargoyle. Add each result to your fighting skill score. If any of the three totals is less than 16, turn to **231**. Otherwise turn to **175**.

136

Carefully you scan the room to see if you can see anything that might give a reason for your uneasiness. Your eyes keep returning to the fireplace. Perhaps the fireplace has more of a function than merely warming the room.

Kneeling down beside it, you peer through the fire toward the back of the cavernous cavity. You think you see something on the back wall of the fireplace, but you're not certain, because the smoke and heat waves of the fire disturb your vision.

You reach for a poker to use to move the logs so you can see better. As you pull the poker from its rack, you hear a low scraping noise. The back of the fireplace is moving! An

opening into blackness is revealed. Amazed, you try replacing the poker, and the door closes again!

If you want to go through the opening in the fireplace, turn to **213**. If you decide not to take the chance, go to **168**.

137

Your sword sinks deep into the heart of the living "chair." For an instant you want to laugh at the thought of being menaced by a chair, but, in its death throes, the mimic tries to send an arm out to grab you. Briefly, you feel the touch of a horrid gluelike substance. Then, as you watch, the creature's chairlike form begins to collapse in on itself, and the beast shudders into a puddle and is no more. Turn to **152**.

138

The vampire you struck was a mirror image! It disappears the instant you strike it. But there are still two Strahds! Which is the real one?

Unable to tell the image from the real Strahd, you pick one at random and swing with your battle-ax. Roll as instructed in the table in section **300**, but if you get a hit, turn to **91** instead. If you fail to hit, turn to **215**.

139

You feel trapped as soon as you enter the stone shaft that houses the narrow circular staircase. Ireena walks beside you so that she can share the light shed by the magical amulet of light you wear around your neck as you hold it far out in front of you. It casts enough light so that you won't walk unexpectedly into some creature or trap.

You are beginning to think the stairs will never end and you sense that Ireena's fragile strength might give out, when you come to a small door in the wall of the shaft.

The stairs continue on beyond the door, but you notice that moss lines the walls and you smell moldy dampness, so you hesitate to go farther down.

Your sword outthrust and Ireena safely behind you, you push on the door, and it swings outward. A wisp of fog seeps into the stairway shaft, welcoming you to a place of death. Turn to **336**.



140

Realizing the undead creature before you is no longer a woman, you charge with your battle-ax raised high. Its massive blade descends as you get close.

Roll two dice and add the result to your fighting skill score. Add 2 for using Chosen's battle-ax. If the total is 17 or more, turn to **320**. If it is less, turn to **151**.

141

"So that's your game, is it?" says Strahd in a coldly amused voice. "You fail to even recognize the Sunsword for what it is!"

Trying hard to ignore his words, you pray even harder, your invocations to the gods drowning out all other thoughts.

As you near the vampire, you see a momentary flicker of fear cross his face, but it's only momentary. The look turns to a sneer, then to a laugh.

"Your gods are not with you today, paladin!" he taunts.

You can't stand that sneer!

Wondering about Strahd's strange words about the Sunsword, you grasp its hilt tightly and prepare to attack! Turn to **183**.

142

From all that you remember and from what Ireena told you, you think the Holy Medallion of Ravenkind must be very powerful against the undead. You remove it from around your neck and hold it up high, pointed right at the vampire.

Suddenly the light of the sun flares from the medallion,

filling the evil crypt. You gasp as you stare at Strahd, who is frozen in position, recoiling from the bright light. His right arm is upraised to keep the light from his red eyes, but it does not—the light as bright as day has rendered him motionless!

To see if the holy medallion's light will burn long enough to destroy Strahd von Zarovich forever, roll one die. If you roll a 6, turn to **344**. If you roll any other number, remember it and turn to **147**. Regardless of the outcome, you cannot use the Holy Medallion of Ravenkind again.

143

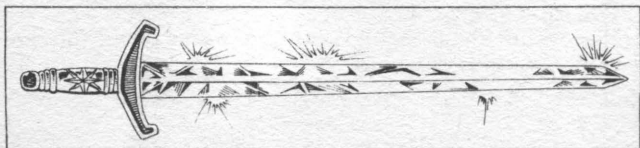
"Look!" you exclaim, opening a small casket. "Four vials of holy water. The inscription on them says they've been specially blessed so that evil creatures cannot escape their effects! This should be very useful!"

"For you, maybe, but not me!" Ireena turns to explore some more. Then, just as you are about to sit on a small golden chair, she shrieks, "Look out, Deren!"

Roll a single die. If you roll a 1, turn to **256**; a 2, **119**; a 3 or 5, **222**; a 4, **254**; a 6, **48**.

144

You realize that the blue glow of your sword's blade is increasing and the sword itself is beginning to vibrate. There is danger in this room—danger from the undead! Turn to **56**.

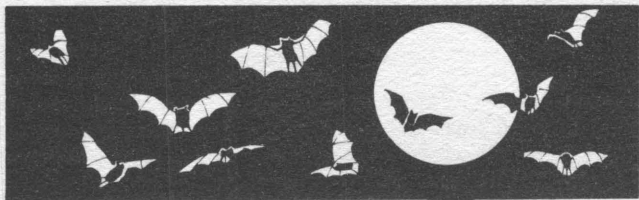


145

Even though you have a choice of weapons, you tend to lead with your trusty sword, which you have had since your father gave it to you when you became a chevalier.

Roll two dice and add the result to your fighting skill

score. If the total is 20 or more, turn to **324**. If the total is less, turn to **263**.



146

Amazed that you have found the infamous Count Strahd so easily, you study him for a moment.

He has slender, well-defined features, with the polished look of a gentleman who has time to spend on his appearance. But you know that it is a handsomeness made ugly by evil. His skin has the waxy pallor of death. Certainly Ireena could never have been drawn to the man.

The music reaches thundering crescendo that seems to echo a storm in the heavens, then stops suddenly. There's silence in the room for a moment, then Strahd lifts his hands from the keys and turns toward you.

"Good evening," he says in a velvet voice. "Did you enjoy my music?" His words seem to slide together as if made of honey.

You gulp, then reply, "Uh . . . yes. Most certainly."

Slowly, hoping it won't be detected, you slide your left hand toward Chosen, your Rod of Lordly Might, and balance your sword hilt in your hand . . . just in case.

"I find that playing the organ—" Suddenly Strahd looks past your shoulder.

"Ireena? Is that you?"

When she fails to answer, he holds out his hand. "Come here, my dear. Do you really find it necessary to enter my home hidden behind a paladin? Did you not know that I would welcome you to my home?"

Strahd laughs lightly, a laugh that makes the man seem almost charming.

But as you study him carefully, you remind yourself that he's not a man but a vampire!

If you want to attack Strahd now, turn to **166**. If you'd rather keep talking, turn to **131**.



147

You use your weapons on the count, taking advantage of his immobility, hoping that the holy medallion won't stop working and bring Strahd back to life.

You may select any weapon listed in **300** and attack Strahd as many times as the number on the die you rolled, without fear of counterattack, but *you must still make a successful roll to hit*. However, you may only use Chosen's energy drain charge as many times as you have charges left in the magical weapon.

If you hit successfully with Chosen, roll one die for damage.

If you have Ireena use the Wand of Magic Missiles, you may *not* add the luckstone point to your roll to hit because she does not need to aim toward you to succeed. Roll one die for damage.

If you hit successfully with the Sunsword, roll one die for damage, plus add an additional 10 points of damage.

If these attacks bring Strahd's hit point total to 0, turn to **247**. If he still has hit points left when you have used all the attacks you are allowed, turn to **239**.

148

Boldly presenting your holy symbol, you stand before the zombies. At the sight of its pure goodness, most of them turn and flee back into the shadows—to where, you don't know. But not all of them flee.

One of Strahd's zombies fails to be turned by the holy

symbol's power. Ignoring its fleeing brothers, it screams in rage as it attacks you.

You draw your sword, and the rage on the zombie's greenish face intensifies as it tries to duck in past your sword to get at you with its vicious, bony fingers.

Roll two dice and add the result to your fighting skill score. If the total is 16 or more, turn to **24**. If it is less, turn to **174**.



149

You stand there bewildered—and alarmed! What kind of enemy have you taken on, anyway?

Seeing the expression on your face, Ireena says, “The count is a powerful magic-user, Jeren. He’s been practicing his evil arts longer than anyone knows. Those powers, along with the powers of a vampire—” She stops abruptly as a look of fear crosses her face. She clutches your arm.

“Oh, please, Jeren! You must stop Strahd!”

If you are in the chapel, turn to **331**; the throne room, **163**; the dining room, **186**; the belfry, **298**; the crypt, **121**.

150

The small vial of holy water strikes the vampire, but his clothing deadens the impact and the glass fails to break. It falls harmlessly to the floor in one piece. Strahd smiles evilly and reaches for you. Turn to **62**.

151

As frail and wispy as she looks, this vampire turns out to be incredibly strong. She ducks in beneath the long handle of your battle-ax and stops its descent in midair with one

outstretched hand. In the same movement, she strikes you a powerful blow that sends you reeling head over heels.

Roll one die for damage and deduct the number from your hit point total. Then, as you rise, you realize that you feel a strange coldness in your hands and feet. It feels as if your very inner strength were being drained from you.

The undead creature has drained two life levels from you. Subtract 2 points from your fighting skill score on the Character Stats Card. Your other skill scores remain the same *unless* this is not the first time you've had life levels drained from you by an undead. In that case, you must also subtract 1 point from your wisdom skill score. Turn to **200** to find out the meaning of losing life levels, then return here.

To strike again, roll two dice and add the result to your new fighting skill score. Add 2 for using Chosen's battle-ax. If the total is 17 or more, turn to **320**. If it is less, roll for damage and lose another two life levels, again reducing your fighting skill score by 2 and your wisdom score by 1. You realize you must retreat!

Turn to **101**.



152

"We could search this room all night and not find all the things that might be helpful. Let's rid Ravenloft of Strahd first, and then we'll come back and retrieve the things that belong to your family and village."

Ireena agrees. Then she looks around the room with

growing consternation. "There doesn't seem to be any way out of this room except the door we came in!"

If Ireena accidentally closed the door to the false treasury room, turn to 172. If she didn't, turn to 296.



153

For a moment, you feel a strange attraction to Strahd, as if his gaze warms you. Then the strength of your faith overcomes the momentary illusion, and you free yourself from the power of his gaze. Once more, you are totally aware of the great evil in this undead being. Now you must attack! Turn to 60.



154

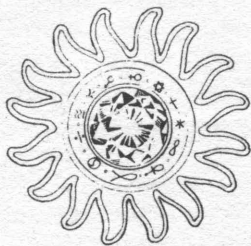
You step through the door into a short corridor that seems all the darker after leaving the firelit room. Within only a few feet, your amulet of light reveals a doorway to the right, leading into a huge tower.

The main part of the tower is an empty shaft, through which wind gusts in terrible drafts. But around the outer wall is a circular stairway.

Reluctant to go any higher in this castle of horrors, you take the stairway leading down. Ireena presses close as you protect her from the sheer drop into the huge shaft. She

gasps with relief when you reach a doorway.

The passage you find yourself in soon turns to the left, and your light reveals a pair of double doors, one set on each side of the corridor. The pair on the left are of beautiful polished wood. The pair on the right are of elaborately carved gold! If you want to go to the left, turn to **319**. If you want to go through the golden doors, turn to **111**.



155

Suddenly you hear a sound on the right side of the room ... no, it's on the left. All you can really tell is that someone other than Ireena, who stands beside you, is in the chamber with you.

If you have the Sunsword, turn to **144**. If you don't, turn to **132**.

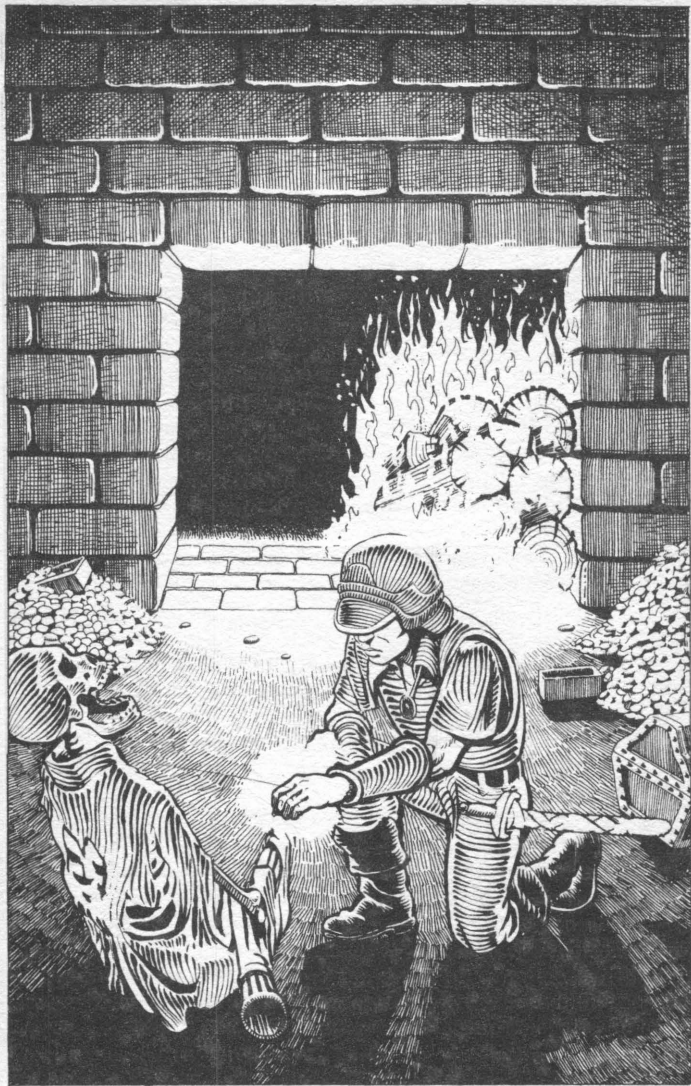
156

You kneel down to examine the treasure more closely, but your attention is distracted by something else—a skeleton, clad in gray tatters. In its hand is a wonderful platinum medallion on an ornate, engraved chain.

Carefully you pry the medallion from the skeleton's slender finger bones. When you give a slight tug, the entire hand crumbles to dust.

Then you realize that the other hand is holding something, too—a metal torch. You stand and look around, discovering that there is an empty sconce on the wall that looks as if it were designed to fit the torch.

If you want Ireena to join you in the secret room, turn to **291**. If you'd rather she didn't have to see the skeleton, turn to **307**.



157

"I've got to slow them down somehow!" you mutter. Then an idea comes to you.

You back away from the mummies and call, "Ireena, come here—quick!"

You hear reluctance in her footsteps as she climbs the stairs back into the foggy world of the upper crypt.

"Here, take these!" You toss her two vials of holy water, keeping a third vial in your left hand.

"While I keep them occupied, you throw the vials. That should finish them off!"

With renewed vigor, you attack the foul creatures furiously. At the same time, you try to maneuver one mummy slightly off to the side. When you do, you yell, "Now, Ireena!"

She hurls one vial of the precious holy water at the lone mummy. The creature seems to know instantly what has struck it, and it freezes in place.

Ireena immediately throws another vial at a second mummy, while you toss your vial at the third creature.

Roll one die. If you roll 1 through 4, turn to **243**. If you get a 5 or 6, turn to **59**.

158

You leap toward the door with an energy you didn't know you had left in you. Practically dragging Ireena through the door, you slam it hard behind you.

Breathe a heavy sigh of relief and turn to **245**.

159

The creature uses its long sharp-clawed arm almost like a sword, challenging your blade second by second. But then it leaves its arm extended for a second too long, and in that time you thrust deep into the soft flesh of its armpit. A wail of rage and surprise escapes the beast as it slumps to the floor, its wings quivering spasmodically.

The other two gargoyles snarl and get ready to charge. Their claws, jaws, and tails are all weapons, and their wings allow them to swoop and dive and leap while you are limited to whatever movement your feet can give you.

Then, in horror, you see yet another of the vicious stone creatures flutter down from the ceiling to join the fray.

You could probably escape through the double bronze doors behind you, but that would only leave the creatures at your back (326). Or you could use a Command spell on them and put at least one of them out of action (7). A third alternative, of course, is to just keep on fighting (71).



160

“Come on, Ireena,” you say, reaching for her hand. “There’s still an entire castle to explore.”

Before you leave through the double doors, though, you take a few moments to walk slowly around the entire room. You discover two small alcoves, one on each side of the doors. The northernmost alcove has a staircase going up toward a landing. The southernmost opens into a small landing in a circular stone staircase, from which you could go either up or down.

If you want to go back to the great entry hall, go back through the double doors and turn to **75**. If you prefer the stairway to the north that leads up, turn to **9**. If you elect to take the circular stair either up and down, turn to **182**.

161

Refreshed by your meditations, you once again run your fingers along the walls. But again you find nothing except the roughness of man-made mortar.

If the secret door into the treasure room is still open, return there and turn to **307**. However, if the door has been closed, turn to **189**.

162

Your movement is completely encumbered by the “chair” attached painfully to your side. You can’t get at Chosen,

and when you try to jab at the mimic with your sword, it seems to do no good.

Then, as if the creature had tired of toying with you, it reaches out another new arm, which adheres instantly to your right side. You are trapped! Roll one die for damage and subtract the result from your hit point total.

"Use your wand, Ireena!" you shout desperately.

"I—I'll hurt you!" she cries.

"That's better than being eaten alive!" you scream. You can feel the awful gluey substance begin to draw you into the beast's gut.

Ireena pulls the small Wand of Magic Missiles from her pouch. Since she's not a magic-user, she doesn't wield the magic weapon with any great confidence.

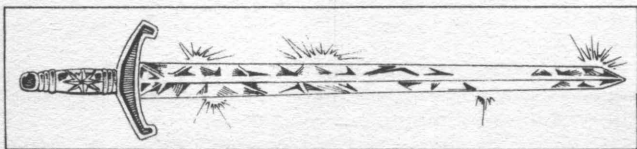
Roll two dice and add the result to Ireena's fighting skill score of 5. Add 1 if you have the luckstone. If the total is 10 or more, turn to **232**. If it is less, turn to **49**.

163

Studying the throne, you ask, "What do you know about the throne room, Ireena?"

"Very little," she replies sadly. "It used to be the scene of the dispensation of justice and charity. But the people of Barovia have found nothing like that here for many centuries—ever since Strahd came to power."

If your pregame roll B was a 4, turn to **227**. If it was any other number, turn to **179**.



164

You hold Chosen aloft, commanding it to cast its Fear spell. At first the vampire becomes wide-eyed, but then she appears to firmly cast her fear aside and come back to the attack.

Quickly you press a stud on Chosen's shaft, transforming it into a battle-ax. Turn to **140**.

165

Truly the gods must be with you! Your blow succeeded in hitting the real Strahd! And the instant it does, the mirror images disappear.

Roll two dice and subtract the result from Strahd's hit point total. If his total is reduced to 0, turn to **247**.

Despite his injury, you see that Strahd appears to be preparing to cast another magic spell, and you feel a chill in your heart.

Turn to **84**.

166

"Have you seen quite enough?" Strahd asks, amusement in his voice.

"I *have!*" you reply, lunging forward with your sword as you simultaneously turn Chosen into a battle-ax.

But before your blow reaches the figure, Strahd disappears into thin air!

"What—what happened?" gasps Ireena.

Without answering, you quickly walk around the organ bench and study the walls framing the instrument.

"It was an illusion!" you say finally. "Look! These mirrors—here, here, and here! It was all an illusion created by mirrors!"

Angry at being tricked, you search the room completely to see if you can discover the mechanism that triggered the illusion. You find nothing, but now you are certain that Strahd von Zarovich knows you have come to Ravenloft and is waiting for you.

Turn to **186**.





167

Not answering Ireena, you turn back toward the stairs. As you do so, your eye is caught by a metallic gleam at the periphery of the light from your amulet. You walk toward Barov's catafalque and discover a platinum sword hilt and guard lying on its edge.

"How beautiful!" you murmur as you catch sight of delicately worked holy symbols etched in the metal. "But why doesn't it have a blade?"

Just then your sword starts to vibrate strangely. Then, magically—and *without your hand being disturbed in any way!*—the hilt leaps onto the blade of your sword. And the blade that you've carried since you became a chevalier glows blue with a light you've never seen before!

A strange sound, like a cry of anguish, echoes through the dark crypt, sending a spasm of fear through your heart. The moan does not sound again, but you do hear a gasp from behind you.

"The Sunsword!" Ireena exclaims, staring at the weapon in your hand. Awestruck, she whispers, "We heard that the Master had destroyed it long ago . . . but that could not be if you have found it." She pauses and looks up at you, deep puzzlement in her face. "Who are you that you have the blade of the Sunsword?"

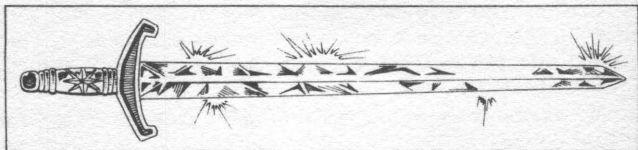
"It is just as I told you when I came to Barovia, I am a cavalier, a paladin. My gods directed me here, so I could help this sad land. I inherited that blade from my father." Then

you muse, "But perhaps that strange sword hilt would have joined the blade of any brave fighter."

Ireena frowns. "Well, it hasn't up till now. Many armed men have come to Ravenloft. Either they run away screaming or they are never heard from again. And I have never heard of any of them finding the Sunsword."

You stare at the wonderful new sword. Because your old hilt has disappeared, you don't have any choice of whether to carry this one or not. You just hope it is at least as powerful as your old sword.

Turn to **203**.



168

"I don't think we'll find anything in there," Ireena says in a low voice. "Let's move on."

"All right," you agree, but you make a mental note to come back here (**213**) if you don't find enough of use to make you confident of defeating Strahd.

Turn to **16**.

169

As you raise Chosen into the haunt's sight, a look of consternation crosses its nebulous face. Then the look suddenly changes to one of fear, then panic. The creature turns and dissipates into the shadows from whence it came.

You and Ireena stand there in numb silence for a moment. Then she says quietly, "I wonder who it was during its lifetime."

You shake your head, then turn your eyes back to the room.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

170

You realize that your shoulder is indeed aching severely, and the Sunsword feels terribly heavy in your hand.

How kind of Strahd to suggest this, you think as you bend down and place the Sunsword on the floor.

"Jeren! Don't do it!" screams Ireena frantically.

But you ignore her protest and prepare to attack the vampire once more.

Turn back to **300** and make another combat choice. However, you may not use the Sunsword again.

171

Turning your attention back to the wonderful icon, you marvel again at its purity and obvious goodness. "This could be useful," you say as you tuck the icon into the pouch on your belt. "Let's be on our way."

"What about the other statue?" asks Ireena. "Maybe it would be useful, too."

"Perhaps," you reply. If you then add, "But surely one icon is enough!" turn to **160**. However, if you add, "Well, it can't hurt to have a look at it," turn to **127**.



172

Then she adds, horrified, "And I closed the exit through the fireplace!" She begins to sob.

You pat her gently on the shoulder and say, "Don't worry, Ireena. I'll find a way out of here somehow."

Leaving her to recover, you begin exploring all the walls of the room, hoping for another secret door. But even with prayer, concentration, and the careful searching of sensitive fingers, you fail to find any sign that there's another way out of the room. Nor, when you go search there, do you find any way to open the door into the false treasure room.

Turn to **189**.

Your arm reacts automatically, swiping your sword across the gargoyle's chest. As a thin line of blood appears, the monster roars with rage and snaps at you with its terrible jaws.

Deduct 2 hit points and start paying more attention to what you are doing.

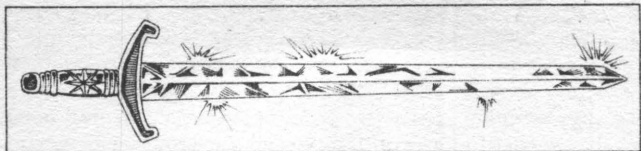
You realize you must finish off this particular evil-born stone creature before you'll have a chance to use Chosen on the others.

"Look out, Jeren!" Ireena shouts, and you see that not only are the other two gargoyles closing in on you, but a fourth is fluttering down into the fray.

Shutting the others out of your mind, you concentrate your efforts on your immediate foe and thrust your sword deep into the creature's neck. Withdrawing it as quickly as possible, you thrust again, and feel it enter the soft flesh below the monster's scale-covered chest. The beast falters, then gives a harsh growl that stops the other gargoyles in their tracks.

If you decide to use Chosen to fight now, do a dexterity skill check to see if you can get the heavy magical rod into action before the gargoyles close in on you. Roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 17 or more, turn to **225**. If it is less, turn to **95**. If you decide not to waste charges from Chosen on the gargoyles, turn to **71**.





174

The zombie moves with surprising quickness toward you just as you thrust with your sword, so that its lethal blade glides past the creature. The undead monster's filthy claws reach out for your face and neck. You try to duck away, but the creature's claws gouge deep into your shoulder. Roll one die for damage and deduct the result from your hit points.

Quickly you turn away from the creature, pivoting on your right foot. Keeping the zombie at bay with your sword, you use your left hand to find a small vial of holy water and toss it to Ireena.

"Here!" you shout. "Throw it at him as hard as you can!"

Roll one die. If you roll a 3 or more, the vial breaks; turn to **184**. If you roll a 1 or 2, the vial merely bounces off the zombie harmlessly; turn to **289**.

175

One gargoyle falls to the crushing blow of your battle-ax as a second tries desperately to get in past your flashing sword blade. You dance backward slightly to keep the creature from blocking your blade. Then you lunge forward, driving your sword deep into the monster's black heart.

"Jeren!" you hear Ireena shout in warning.

You spin toward her to see the third gargoyle about to leap onto your back. You drop to one side, rolling as you fall, and the beast falls clumsily to the floor. Before it can rise, you are on your feet and crashing the battle-ax down on its head. Turn to **197**.

Moving a hand, then a foot, you edge onto the beam. From below you, you hear the sharp intake of Ireena's breath as you near the spider's nest in the vast complex of webs. Out of the corner of your eye, you see one spider's eyes following your every move!

Each inch of the way, you feel certain that either you'll fall off the narrow beam to the floor below or you'll be attacked by one of the spiders. But somehow you manage to make it across to the north wall of the belfry room.

Inset into the wall above your head, you see a strange device. As you study it, you realize that it has almost invisible mechanisms attached to sections of the solid wall below you . . . the *seemingly* solid wall, that is. For now you see that you were right—there is another secret opening here!

With your guidance, Ireena locates the hidden edges of the secret door. As she presses on them and you move a small lever in the inset, you finally get the secret door to open.

"Jeren!" you hear Ireena gasp. "Come and look! It's the *real* treasure room!"

Quickly but carefully you make your way back to the climbing pole and down it to join Ireena at the secret door you've discovered. Turn to 4.



As the insubstantial figure reaches out toward you, you thrust at it with your sword. It hesitates momentarily, and a brief look of pain crosses its face. Then it seems to ooze into nothingness and reforms over toward your left.

"The sword won't work, Ireena!" you shout. "Use the wand!" As you keep your sword moving, trying to hold the creature off, you see the girl drawing out the Wand of Magic Missiles and aiming it at the haunt.

Roll two dice and add the result to Ireena's fighting skill score of 5. If the total is 11 or more, turn to **220**. If it is less, turn to **124**.

178

Strahd von Zarovich gazes deeply into your eyes. For a moment, a part of your mind struggles to call on your gods for help in turning away from his hypnotic stare. Then you realize that the count is smiling at you, and that smile suddenly conjures up an image that warms you like your mother's arms. You see Strahd as a man of supreme wit, graciousness, and sensitivity. You feel a smile sweep over your face in response to his.

Strahd moves toward you slowly, holding out one hand. "Come," he says, returning your smile. "We have worlds to talk about and things to see."

You hear Ireena, behind you, gasp and hiss, "Don't do it, Jeren! Don't go with him!"

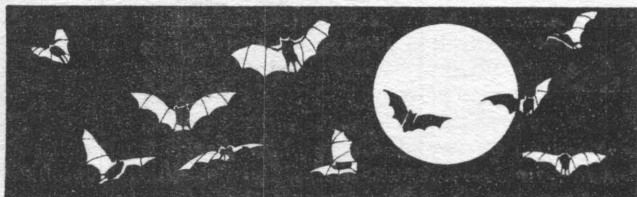
"You may come with us, my dear," says Strahd. You watch as he moves toward Ireena, staring down at her.

You can't understand why, but she steps back, cringing. "No!" she gasps. "I have no strength left to fi—"

Then she shakes her head slightly and smiles up at Strahd. She stands erect, as if drawn to him magnetically, all strain gone from her face. She looks as if she's coming home.

"Come, my dear," the vampire says gently.

Turn to **219**.



179

You step down from the dais and walk toward the side of the room. Nothing seems amiss, except for a couple pieces of overturned furniture. You start to set a chair upright when Ireena shouts, "Look out, Jeren!"

Roll a single die. If you get a 1, turn to **256**; a 2, **119**; a 3, **305**; a 4, **254**; a 5, **226**; a 6, **48**.

180

You find yourself in a narrow hallway, lined on each side with statues. As you walk forward a short distance, your amulet of light reveals another set of double doors some distance ahead of you. It is the only exit.

If you have already explored through the double doors, turn to **229**. If you have not, turn to **6**.

181

As you look around, you notice that the room seems to be having a curious effect on you. You feel ever so slightly more certain with your weapons, both magical and not. But, oddly enough, you also feel that anything that might attack you here somehow would also be a bit stronger.

In any encounters that you have in the study, add 1 point to your skill score, but also add 1 hit point for the damage done in a dice roll by whatever you encounter. Turn to **196**.

182

You see nothing about the staircase itself to indicate whether you ought to go up or down. You recall Ireena's words that the crypt in the dungeon probably plays an important role in Strahd's deadly evil.

"Do you know of any reason we should go up?" you ask Ireena, who is leaning tiredly against the wall.

"The only thing I know of up there is the throne room where the counts of Barovia traditionally held court."

Do you want to go up (**190**) or down (**208**)?

183

Trying to move surreptitiously, you move your left hand to Chosen, just in case you need your magical weapon. But

perhaps the Sunsword will be enough!

"Now, foul vampire!" you shout, lunging with the blue blade toward the black-caped figure.

Roll two dice and add the result to your fighting skill score, then add 2 because you are using the Sunsword. If the total is 20 or more, turn to **269**. If it is less, turn to **64**.

184

The vial shatters against the zombie, scattering its precious liquid over the creature's entire body. Its mouth opens as if in soundless pain. It starts to leap toward you in vile retribution, but in midair all animation goes out of the zombie and it falls to the floor in a heap of bones barely united by its awful, ancient flesh.

A cry of anguish and horror comes from Ireena as she stares at the terrible evil creature.

"Come, Ireena," you say gently. "It's done. We must move on." You take her hand to help her around the now fully dead undead.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

185

Holding your sword in one hand and the amulet of light ahead of you in the other, you walk north between the stone crypts. You discover that each crypt has a sealed door with an inscription on it, giving the name of the person entombed inside. Most were probably officials and relatives of the Barovian court.

One chamber stands open, empty. Holding your light high, you see that it says, "Ireena Kolyana, Wife." Your heart dies as you realize the terrible plans Strahd has for the girl you're trying to help. You lower your light and turn away, hoping passionately that Ireena, behind you, does not see it. In your heart, you swear to your gods that your life will be sacrificed before you'll allow those words to come true.

Taking care not to get lost, you finally reach an outer wall of the chamber. The fog disappears at a spot on your right, and as you go toward the spot, you feel an inner calm.

You gain a certainty that all will end well on this quest.

Before you is another flight of stairs leading down into what appears to be a white marble chamber. As you reach the bottom, you discover that it holds another catafalque, this one marked with the inscription "Sergei von Zarovich."

"Strahd's younger brother," Ireena remarks quietly. "He was the golden son, the loved and loving one, the treasure . . . and Strahd *hated* him. But he died on the day he was to marry."

"How did he die?" you ask.

"No one knows. But Strahd has lived on and on . . . forever."

"No longer!" you say fiercely. "This I promise!"

Turn to 217.

186

You turn to leave the room, but Ireena stops you with a question. "Do we dare eat any of this wonderful-smelling food?" Then, looking embarrassed, she adds, "The village is so poor. Our livestock die at night, the blood drained from their carcasses, the bodies left there to rot before we find them."

"You don't need to explain, Ireena," you say gently. "But we've got to inspect the food first, to be sure it's safe."

If you elect to use a Detect Magic spell on the food, turn to 202. If you'd rather not use it at this time, turn to 249.

187

Moving a hand, then a foot, you edge out onto the beam. You hear the sharp intake of Ireena's breath as you near the spider's nest. Holding your own breath, you try to pretend that the spider isn't there.

But the toe of your boot catches on a piece of webbing and pulls on the nest, disturbing the whole structure.

In trying to keep the nest from moving, you misplace a hand and find yourself falling, falling to the floor below. You land sprawling, bruised, the breath knocked out of you. Roll two dice and subtract the result from your hit point total.

As Ireena runs anxiously to your side, you shake your head to clear it. And then you see that the spiders are following you down, descending on new strands of silk!

"Get back, Ireena!" you shout. With her fear of spiders, she doesn't hesitate.

You rush to the wall and pull the climbing pole down as quickly as you can, pressing another stud at the same time. With a flash, it turns back into a mace, and you start swinging it furiously back and forth about you, smashing legs, antennae, and chitinous backs of the horrible creatures as they descend.

Roll two dice and add the result to your fighting skill score. If the total is 20 or more, turn to **30**. If it is 16-19, turn to **47**. If it is less than 16, turn to **218**.

188

Suddenly the vampire's look of rage disappears, and he gives out a low, velvety laugh. Even though he saved against the spell, you must note on your Stats Card that you have used one charge of the rod's power.

Strahd's smile broadens as he walks toward you, holding out his hand in a friendly fashion. Turn to **66**.

189

Finally you realize that the only way out of this sealed section of Ravenloft is through the windows high up on the belfry wall.

Pressing one of the studs along Chosen's length, you watch the amazing Rod of Lordly Might convert into a long climbing pole with small projections, just big enough to stand on, about a foot apart along its entire length. You wedge the bottom of the pole into the wall and help Ireena climb up to the beams that support the bell. Then the two of you crouch in the window well, looking down through the darkness to the courtyard a hundred feet below.

Suddenly the dark shape of a bat flies out of the night toward your head. Ireena shrieks as it brushes her hair and then soars on. You find yourself shivering.

You get a firm grip on yourself and say, "All right, Ireena. My pole will reach to that domed roof below us—it must be

the chapel. I'll go first and check the roof. I'll be below if you—er—need help."

From the look on Ireena's face, you know that she's quite aware you started to say "if you fall."

During the next half hour, the two of you, moving one by one, make your way down to the domed roof, where you look into small stained glass windows and discover that you are indeed on top of the chapel. Gradually you make your way down through the buttresses until you're almost to the ground. Ireena, weakened by Strahd's attacks, is almost exhausted.

If you want to go into the chapel through a window so that Ireena can rest, turn to **277**. If you'd rather jump to the ground, go around the castle, and enter the front door again, turn to **252**.

190

The staircase leading up is fairly wide, wide enough for you and Ireena to easily walk side by side. After following the spiral staircase for a short time, you begin to see rubble on the stairs. Broken bits of stone and mortar soon make it difficult to walk. Finally you find the stairs completely blocked.

You have no choice but to go back down to the main floor, where you can continue on down the circular stairs (**208**), back out into the chapel to the other stairs (**9**), or out through the double doors (**75**).

191

You concentrate on keeping the creatures away from you as far as possible as you back toward the double doors. Suddenly one of the creatures leaps into the air, its wings fluttering, and hovers over your sword. Frantically you thrust upward, trying to fend it off and move backward at the same time.

But the motion has turned your body slightly, and you back into the frame of the door instead of the swinging doors themselves! And in the instant in which you are frozen motionless, the flying gargoyle swoops down and gnashes at your shoulder with its powerful jaws. Roll one

die for damage and deduct it from your hit point total.

Fighting to ignore the pain, you roll to your right and push through the doors, dragging Ireena with you, then pause to catch your breath. Turn to 180.

192

As you slash and stab furiously, the cloth wrappings of the mummies begin to split and shred. There is no blood—the undead don't bleed.

The Sunsword seems to take on a life of its own, guiding your hand, humming with a fierceness that makes the mummies hesitate. The glowing sword enters their foul bodies again and again, and soon they begin to drop into the fog that swirls around your legs.

A final stab into one mummy's chest sends it reeling back against one of its evil companions. When that one falls, you finish it off with a mighty slash of your blade, then quickly draw Chosen and tap the third creature with your magical rod, feeling its energy drain from its body into you. Note on your Character Stats Card that you have used one of Chosen's magical charges.

You thank your gods that you have been able to send the foul creatures to their rest.

Ireena creeps hesitantly back up the stairs to your side. Turn to 129.

193

Removing the wood, you find a small box lined with green velvet. Nestled inside it is the most magnificent medallion you have ever seen!

Ireena gasps as you draw it out. "I—I think—"

"What, Ireena? What is it? Do you recognize it?"

"I've never actually seen it, but— Look, there are marks around that crystal in the center."

"Yes," you agree thoughtfully. "I sense that they are signs of great goodness." You breathe your thanks to your gods, then say, "Ireena, this is an incredibly powerful holy symbol!"

"Then it *is* what I thought. Years ago Father Danovich in the village church described it to me. It's the Holy Medallion of Ravenkind—the High Priests of Ravenloft used—"

"I've heard of it!" you interrupt excitedly. "It's a powerful weapon against the undead, but it's been missing for generations!"

Delighted at finding such a powerful symbol of good, you replace the wooden covering on the throne base and place the precious medallion around your neck.

Turn to **329**.

194

You leap toward the door with a bound . . . but you aren't fast enough. The eager haunt delivers a blow that catches you full across the back, draining the remainder of your dexterity points from you. Record this on your Character Stats Card and turn to **92**.

195

As you stand there staring into the strange room, you hear a sound, a strange sound, a sound that makes your hair stand on end! You grip your sword tightly and hold it poised for action.

If you have the Sunsword, turn to **56**. If you don't, turn to **288**.

196

Reveling in the warmth and life of the fire in the huge stone fireplace, you are startled back to reality by a sudden cry from Ireena.

You look around at her, expecting to see danger. Instead, she stands with the back of her hand to her mouth, her eyes wide, staring in shock at a picture hanging over the fireplace.

Mounted over the fireplace is a huge portrait of a radiant, dark-haired woman dressed as a queen. Her face is identical to the beautiful, dark-haired woman who stands behind you, an exact likeness of Ireena.

"Who can she possibly be?" Ireena gasps in a strangled voice.

"Your mother? Some other ancestor?" you suggest.

"I . . . I don't know," she replies flatly. "I don't know my mother. The burgomaster adopted me when I was very



small. Besides, look at that portrait! It must be hundreds of years old.”

If your pregame roll B was a 2, turn to **67**. If it was any other number, turn to **102**.

197

Heaving a thankful sigh, you turn toward Ireena. She looks apprehensive as she stares up at the stone gargoyles.

“Do you suppose any more of them are going to attack?” she asks.

“If they were going to, they would have attacked already,” you reply, hoping to calm her fears. “Well, let’s inspect our wounds. We’re no farther along than we were.”

If you choose to use a Cure Light Wounds spell, roll one die and add the result to your hit point total. Be sure to cross the spell off your list of spells.

Next, if you elect to go into the lighted hallway, toward the sound of the organ, turn to **26**. If you prefer to go up the stairs, turn to **88**. If you choose to go through the double doors, turn to **6**.

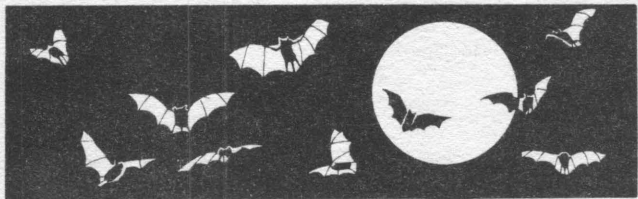
198

The vampire you struck was another mirror image! It disappears the instant you strike it just like the first. But that leaves only the real Strahd! Turn to 62.

199

You step into a small room that appears to be an office. It has a worktable with lights, now extinguished, on top of it. Account books, the dates on their spines stretching far back into history, line the shelves. There is no one present.

In the opposite wall is another small door. You open it and discover a circular staircase leading in a very tight spiral both up (221) and down (212).



200

You started the adventure as a fifteenth-level paladin. Each time you are hit by an undead creature, you lose two life levels, in addition to the initial damage it does to your hit points. This loss affects your ability to turn the undead and takes away some clerical spells.

As a fifteen-level paladin, you began the adventure with three first-level spells, two second-level spells, and one third and one fourth level spell.

If you drop to the thirteenth level, you lose your fourth-level Cure Serious Wounds spell, unless you've already used it. You also lose one first-level spell of your choice. Cross these spells off your list. In addition, you lose 6 hit points.

If you drop to the eleventh level, you lose your third-level Dispel Magic spell, if you haven't already used it, plus one second-level spell of your choice. You also lose another 6 hit points.

If you drop to the ninth level, you lose all but one first-level spell, plus 6 more hit points.

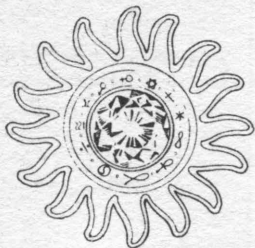
In addition, loss of level affects your ability to turn the undead. Add 2 points to the number needed to turn any undead that you meet from now on. Be sure to make a note of all changes on your Character Stats Card.

Any time you begin to doubt your ability to carry on at your current level, you may turn to **101** and retreat, but you may only do this *once* during your entire adventure at Ravenloft.

201

You carefully open the small door, not knowing what to expect—a closet, a cabinet, a room for freshening up? Instead you see a small stone circular stairway winding down into the darkness. If you want to go down it, turn to **246**.

If you decide to change your mind, you can go back to the door on the right that leads into darkness (**154**) or to the door on the opposite side of the room, through which you smelled the odor of mold and decay (**278**).



202

You hold out the holy symbol you always wear around your neck and concentrate on the spell. If the food has been treated magically—or *created* magically—its aura of magic will show under this spell.

In a moment, you see that no aura is visible around any of the food. It is real, wonderful food, safe to eat. In fact, the only thing on the table that shows a dweomer, or magic spell, at all is a beautiful cut-glass decanter in the middle of the table.

You pick it up to study and soon recognize it as a magical Decanter of Endless Water. "What a peculiar thing to find here. . . ." you muse.

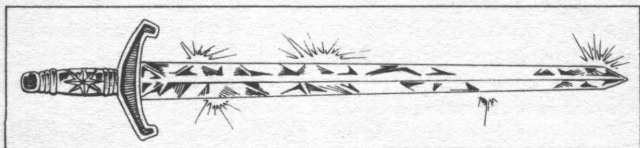
"Why?" Ireena asks.

"Well, a magical device like this can be used to carry water without the water taking up space. It's great for traveling in a desert or in a dungeon where the water might be poisoned, but it can also be made to gush water in a powerful stream that can be useful as a weapon. It just seems strange to find such an item here in Ravenloft."

"Never mind the water. Is the food safe?"

"Yes," you reply, laughing. "Dig in."

You watch the girl appease her appetite but take only a few bites of the steaming food yourself. You find it impossible to forget that you are in the house of the evil vampire, and you quickly become restless. You still have to find whatever objects you can that will help defeat Strahd when you finally confront him! You search for other exits from the room but find none and exit through the same double doors you entered through. In the lighted hallway, you have to make a choice between going up the small circular staircase (126) or back into the entry hall (75).



203

As you walk back up the stairs, Ireena lags behind, reluctant to go back up into the main crypt. When you pass through the blue curtain of light, you notice a more vivid flash of blue in the alcove from which the faint light comes.

If you think you'd better stop Ireena from stepping through the light curtain until you check it out, turn to 228. If you think it's all right for her to continue on through, turn to 255.

204

Concentrating on keeping the creatures away from you, you back toward the double doors. Suddenly one of the creatures leaps into the air, its wings fluttering. You notice as it flutters in over your sword that the other two beasts are watching it, so you take advantage of that moment of inattention to glance back and make sure that you are headed toward the double doors.

Giving a couple of X-patterned slashes through the air, you manage to fend the gargoyles off long enough to push through the doors and into the hallway beyond, dragging the frightened Ireena with you. Turn to **180**.

205

Breathing a sigh of relief, you take Ireena's hand.

"I wish I could have helped you fight," she says sadly. "Here you are, doing so much for me, and I can't even help."

"Strahd has already done so much harm to you—" You break off, shuddering, then add, "I can't bear thinking of it!" You lead her to the throne and reach out to turn it to help her sit down.

But the throne doesn't turn!

Curious, you bend down to look at its base and discover that the throne is not free-standing. It's built onto a boxlike structure attached to the dais.

There seems to be no obvious reason why the throne should be constructed in such a way.

Roll two dice and add the result to your wisdom skill score. Add 1 if you have the luckstone. If the total is 16 or more, turn to **90**. If it's less, turn to **74**.



206

"Attack him, Jeren!" urges Ireena.

"I—I'm not ready yet," you reply. You hate to delay, and

you know she considers you a weakling for doing so, but you also know that if you are going to be sure of putting an end to Strahd von Zarovich, you must be better equipped than you are now.

For now, you must merely try to send him away by using your strength of faith. If you have the Holy Medallion of Ravenkind, you decide to reserve its power until you feel ready for the ultimate confrontation.

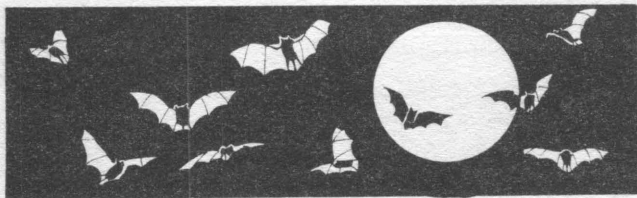
Holding your holy symbol out in front of you, you step boldly toward the count, all the while praying to your gods for the power to turn him.

Roll two dice. If you have the Icon of Ravenloft, add 2 to the result. If the total is 7 or more, turn to **286**. If it is less, turn to **80**.

207

As you look around, you notice that the room seems to be having a curious effect on you. You feel ever so slightly more certain with your weapons, both magical and otherwise, and you also feel more certain that you can withstand any damage that a creature might try to inflict on you.

In any encounters that you might have in the study, add 1 point to whatever skill score is called for and deduct 1 point from any damage done in a dice roll by whatever it is you encounter. Turn to **196**.



208

You and Ireena start down the wide stairway side by side. You find yourself becoming increasingly uneasy as you descend, especially when no exit is in sight after eighty,

a hundred, a hundred and twenty steps.

Suddenly a sharp odor catches your attention, an odor like moist earth. The light from your medallion shows that you are walking into a misty fog.

In a moment, you reach a landing. Before you is an opening that reveals only blackness and the odor of decay. Turn to 336.

209

"Hold, golden mimic!" you command.

The pseudo-arm hesitates a moment, and from somewhere in the depths of the chair comes a velvety voice. "Why should I, intruder? I'm hungry."

"I—I would like to ask you some questions." You feel a bit odd talking to a chair.

"And what will I dine on this night if not you?"

You quickly search through your pouch and find some dried meat. You place it on the seat of the golden chair and with incredible quickness, the meat disappears into the seemingly solid seat. The mimic pulses rhythmically for a few moments, followed by a velvety burp and a sigh of satisfaction.

"Tasty, but inadequate," comes the voice again. "However, you may ask one question."

You think for a moment, then ask, "What is the best way to destroy Strahd von Zarovich?"

"Completely," rumbles the chair.

"What do you mean?" you ask quickly.

But the chair is silent. Turn to 152.



210

"Use a magic missile, Ireena!" you shout. Ireena aims the small wand at Strahd, and from the corner of your eye, you see a bolt of energy leap from the wand and strike the vampire. He staggers backward, clutching his chest.

Roll one die and deduct the result from the count's hit point total.

You hear him make a sound and think it's a moan of agony, but suddenly you realize that he's casting a spell! Turn to 84.



211

"So that's your game, is it?" says Strahd in a coldly amused voice. "You fail to even recognize the Sunsword for what it is!"

You ignore his words, continuing to pray to your gods. As you near Strahd, a look of fear spreads over his face, until suddenly, and instantly, he turns into a large black bat and flies off into the shadows.

"Well, he's gone," says Ireena, "but what good did that do? Why didn't you attack him?"

To yourself, you must admit that Strahd seemed puzzled when you failed to use the Sunsword. Aloud, you reply, "There are still things to be found in this foul castle, things that should make our success that much more certain. Besides, I don't think the count can be killed in any normal fashion, so what good would attacking him now do?"

If you are in the chapel, turn to 331; the throne room, 163; the dining room, 186; the belfry, 298; the crypt, 121.

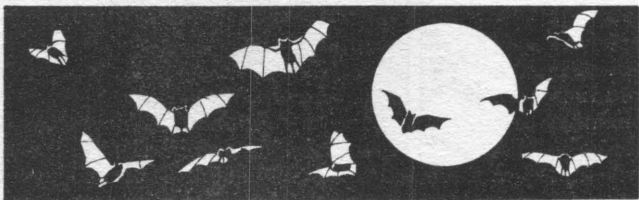
212

You feel trapped as soon as you step into the narrow circular stairway. Ireena walks by your side, her taut face illu-

inated by the amulet of light you hold down in front of you. The amulet casts enough light for you to get some warning of any traps that the evil Strahd might have laid in this narrow staircase.

Finally you reach an opening off the tight spiral through which you see a wide lighted hallway. You hear the sound of an organ playing beyond a pair of double doors, the same organ you heard when you entered Ravenloft. To your right, you see the main entry hall.

Pausing, you realize that you can go through the double doors (45), out into the hall (75), or continue on down the stairs (285).



213

Working quickly, you push all the logs over to one side of the wide fireplace. Then you hand the poker to Ireena. "Here. Try to keep the fire over at the end of the fireplace while I go see what's inside there." You shrug and say, as if joking, "I might need to get out in a hurry!"

"All right," she replies, "but please be careful, Jeren!"

Even moving as carefully as you can, you still burn yourself when you scrape against the sides of the hot fireplace. Deduct 2 points from your hit point total unless you have the luckstone. If you have the luckstone, you manage to avoid serious injury.

Ignoring the pain of your burns, you duck through the secret opening into the chamber beyond the fireplace.

You emerge into in a small room lit only by the light reflected from the fire behind you and what light your amulet provides. It's enough, however, to reveal on the floor a stack of gold coins and gems and small coffer of fine

jewelry—enough treasure to keep you secure for life!

“What’s in there, Jeren?” you hear Ireena call.

“Treasure,” you reply, “incredible treasure!” Your imagination fills with the fine horses you could buy, the fine hand-crafted weaponry. . . .

“Anything else?” Ireena asks.

You smile at the lack of importance she attaches to treasure and return to inspecting the things on the floor.

If your pregame roll B was a 2, turn to **156**. If it was any other number, turn to **230**.



214

You look down toward the Sunsword in your hand. The blue glow of the sword’s blade has grown much more vivid. You wonder why the man doesn’t seem to be aware of the eerie light it casts.

Suddenly the music swells to a thundering crescendo that seems to echo a storm in the heavens, then stops. There’s silence in the room for a moment, then Strahd lifts his hands from the keys and turns toward you.

You start to say something, but a look of intense hatred crosses the count’s thin face. His red eyes flare and seem to burn into you as he rises from the organ bench. He waves one hand in a dramatic gesture that seems to chill your soul, and a mammoth wind blows through the room, extinguishing the candles in the chandeliers.



He almost seems to strangle on the words as he gasps, "*The Sunsword!* How—" But he does not go on.

Certain now that you have found a weapon that will be of great use against this powerful evil, you must decide whether it is enough for you to conquer the vampire. If you think so, you can attack now (183). If you're still uncertain, you can try to turn the vampire, sending him away until you have found more weapons to use against him (290).

215

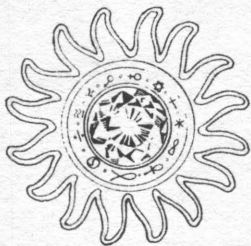
Your blow fails to strike the real vampire, and you still find yourself facing three vampires! You can't possibly fend all of them off!

Suddenly all three vampires strike at once. A powerful blow—you can't tell from which vampire!—strikes you with the terrible power of the undead. You have no chance to defend against it.

Roll one die for damage and add 2, then subtract the total from your hit points. As you reel from the blow, you feel a horrible coldness creep into your limbs. You are powerless

to do anything as you feel 2 levels of life energy drain from you. From now on, deduct 2 points from your fighting skill score. If you have the Restoration spell, you may use it to regain 1 life level. Turn to **200** if you need to understand what happens when you lose life levels to an undead creature, then return here.

If you have already lost levels to Strahd or other attacks from the undead, the 2 levels lost here are in addition to those. If your life levels reach 0, turn to **311**. If your hit points reach 0, turn to **338**. Otherwise, swing once again at the vampire nearest you. Roll as instructed in the table at section **300**, but if you get a hit, turn to **91** instead. If you fail to hit, read this section again.



216

The spectral creature hesitates only a moment at sight of your holy symbol, then moves on toward Ireena. Frantically you grab a vial of holy water from your pouch and hurl it at the spectre.

Roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 16 or more, turn to **271**. If it is less, turn to **309**.

217

Quickly you explore the lovely white chamber. It's clean and simple, with only the catafalque itself and three small alcoves containing ornate sculptures. You can tell they represent goodness, truth, and beauty.

Ireena, who has remained on the stairs, says, "Come on,

Jeren. We'll never find Strahd in this place. He probably never even comes here."

You are about to turn back when your eye is caught by the statue of goodness, represented by a gentle-faced woman. Sculpted around her neck is an elaborate necklace with holy symbols etched into the marble.

If your pregame roll C was a 5, turn to **258**. If it was any other number, turn to **337**.

218

All your efforts with the mace fail to make much of an impression on the four giant spiders. One of them gets you gripped tightly in its forelegs and starts to bite you. In horror, you can feel the seering poison seep into your veins.

Roll two dice to see if you can save against the poison. If you get a 2,3, or 4, turn to **8**. If you get 5 or more, turn to **21**.



219

You follow the count, with Ireena at his side, through the dusty halls of Ravenloft, all the time finding his discourse more and more learned, insightful, and good-humored.

Finally you come to a magnificent bedroom, bearing none of the signs of neglect and ill-use that is so evident in much of Ravenloft.

"Perhaps you should wait here, my dear," Strahd says to Ireena. "This paladin and I have things to discuss. He will return to you soon."

"All right," she says agreeably, smiling at both of you. "Perhaps I'll take a nap."

You follow the count into an elegant sitting room and take the seat he offers. Then, watching him curiously, you see Strahd withdraw what looks like a silken cocoon from a small silver box. Turning back to you, he begins to make strange gestures with his hands.

Strahd is turning you into a vampire with a Polymorph Other spell. In light of your strong constitution, your chances of surviving the change are good, but you must do a system shock check to be sure. Roll two dice. If the total is exactly 12, turn to **314**. If it is any other number, turn to **282**.



220

As you watch in anticipation, a streak of energy suddenly leaves the tip of the wand and strikes the haunt. For a brief instant, the missile seems to make a hole completely through the translucency of the creature, but to your horror, the insubstantial flesh quickly reforms.

You fear that the haunt may turn on Ireena, but it seems to be interested only in you! Giving a low growling murmur, it reaches toward you again. You can't ask Ireena to use the wand again with the haunt so close to you, so you quickly draw Chosen from your belt. You hate to use one of its magical charges, but you've got to get rid of the creature if you can.

The haunt's attention is on your sword, so he doesn't expect to see your Rod of Lordly Might coming at him from your left. As you move the rod out to your side, you concentrate on its magical ability to cause fear in an enemy. Mark on your Character Stats Card that you have used one charge from the Rod of Lordly Might.

The haunt must make a saving throw against the rod's Fear spell. Roll two dice. If the total is 8 or more, turn to **39**. If it is less, turn to **169**.

221

You feel trapped as soon as you step into the narrow circular stairway. Ireena walks by your side, her taut face illu-

minated by the amulet of light you hold over your head. The amulet casts enough light for you to get some warning if the evil vampire Strahd has laid traps in this narrow staircase.

Finally you come out into a narrow passageway that ends at a door. Sword poised, you push through the door and find yourself in a room so strange it almost takes your breath away!

Almost a parody of a formal dinner table, the long oak table is covered in a blanket of dust, as if set for ghosts. In the center of the table stands a large, four-tiered cake, now green with age and nibbled by rats. A small doll wearing the gown and veil of a bride, leans askew atop the cake.

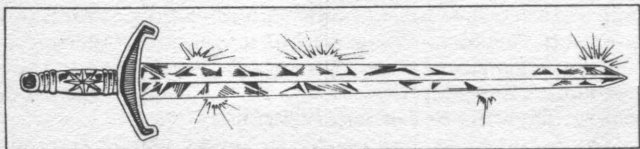
The only exit from the room is to the right. Turn to 11.

222

For a second you look around, puzzled, unable to imagine what has frightened Ireena. Then you see that the chair you almost sat in has thrown out a strange false arm and is trying to attack you!

Your head tells you that it's impossible for a chair to attack you, but in the back of your mind, you remember tales of a monster called a mimic, which can assume the appearance of just about anything in its search for food. But you also remember that some mimics can speak.

If you want to try to speak to the strange creature, turn to 209. If you feel you'd better attack, turn to 18.



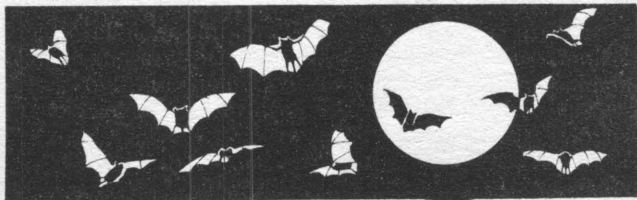
223

Your heart's in your throat as you approach Strahd with your Rod of Lordly Might outstretched. The rod's other special functions can be done at a distance, but to drain energy from the undead monster, you must get close enough to

touch him with Chosen.

You move from side to side, seemingly giving all your attention to your sword but actually moving closer with each step, holding Chosen at the ready. The vampire rears as if ready to attack, and you fake a lunge with your sword, causing Strahd to sidestep toward Chosen. The rod's ball-shaped end hits the vampire, and instantly his face turns pale.

Roll one die to see how many hit points drain from the vampire and go into you. Deduct them from his total and add them to yours. Furious at your successful attack, Strahd leaps toward you. You feel dangerously close to the raging vampire, but just as you are about to leap away from him, you notice that Strahd has undergone a peculiar change. He's smiling! Turn to 66.



224

Pressing one of the studs along Chosen's length, the amazing Rod of Lordly Might converts into a long climbing pole with small projections just big enough to stand on, each about a foot apart along its length. You wedge the bottom of the pole into the right-hand wall and begin to climb.

Ireena, startled by the seeming fragility of the pole, marvels as you climb it into the beams above.

"What do you see?" she calls up to you as you step out onto the wooden crosspiece that holds the huge, dust-covered bell.

"More spiders—big ones!" you whisper down to her.

Taking care not to disturb the giant monsters in their nest webs surrounding the bell, you study the beams where they crisscross from walls to ceiling between the windows.

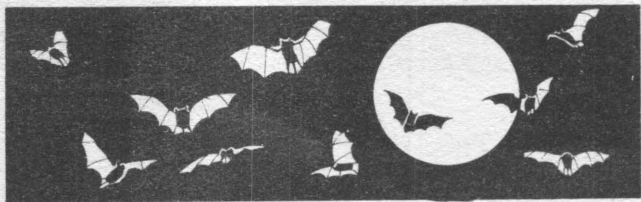
Discovering nothing on the south wall, you are just starting to descend the pole when you see a glint of metal on the north wall. To reach it, you'd have to make your way across a beam that goes perilously close to a huge spider nest.

Roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 18 or more, turn to **176**. If it is less, turn to **187**.

225

Keeping your sword moving to keep the remaining three gargoyles at bay, you manage to draw the heavy Rod of Lordly Might from your belt. Balancing yourself lightly on your feet, you feint to the right so that the gargoyle in front, sensing an opening, moves in toward your left. Deciding to use Chosen's magical Paralyze spell, you hold the rod aloft and breathe the appropriate magical words. Be sure to note on your Stats Card that you have used one of Chosen's magical charges, whether it works or not.

To see if the gargoyle saves against the magical effect of the rod, roll two dice. If the total is 9 or more, turn to **240**. If it is less than 9, turn to **281**.



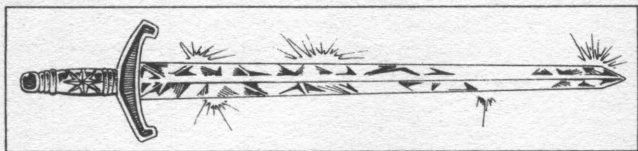
226

The ceiling suddenly appears to come alive as hundreds of bats swoop down toward you. They swirl about your head, making you bob and dodge. Then, as you try to evade them, you stumble and fall, taking 2 points of damage. Deduct them from your hit point total.

You stay on the floor for a moment, momentarily out of the path of the swirling mass of bats. As you stare up at them, you perceive an evil aura about one bat that hangs around the edge of the group.

"Ireena!" you call. "See if you can get that bat that's slightly larger than the others with the Wand of Magic Missiles!" With one hand, you point toward the evil bat, trying to follow its path with your finger as it swoops and dives, chittering madly all the while.

Ireena draws out the small wand and points it directly at the bat. Roll two dice and add the result to her fighting skill score of 5. If the total is 10 or more, turn to **265**. If the total is less, turn to **301**.



227

As you inspect the throne, your eye is caught by a glint of something on the floor. You bend down so that your amulet of light can illuminate it.

Just as you reach out to grasp the object, you feel a strange tug in your sword arm. It seems to be pulling you toward the object! You see a marvelous platinum sword hilt, unlike any you've ever seen before. As you identify it, the hilt magically leaps to your own sword, without your hand being disturbed! In an instant, the blade that you've carried since you became a chevalier glows a vivid blue, then seems to nestle securely into the new hilt.

A peculiar sound echoes through the huge throne room, almost like a moan of anguish. It sends a spasm of fear through your heart, and you wish your Protection from Evil spell were effective in this grim castle. The sound doesn't come again, but you hear a gasp behind you.

"The Sunsword!" exclaims Ireena, staring at the weapon in your hand. We heard that the Master had found it and destroyed it long ago . . . but that could not have been so!" She pauses and looks up at you, deep puzzlement on her face. "Who are you that you have the blade of the Sunsword?"

"It is just as I told you when I came to Barovia. I am a cavalier, a paladin. My gods led me here, perhaps to help this sad land. I inherited my sword from my father, never dreaming there was something special about it." Then you muse, "But perhaps this strange sword hilt would have joined the blade of any brave fighter."

Ireena frowns. "It certainly has had opportunities before now. Many armed men have come to Ravenloft. Either they flee screaming or they are never heard from again. And none of them ever found the Sunsword."

You stare thoughtfully at your wonderful new sword. You don't seem to have any choice whether to carry it or not, because your old hilt has disappeared. You only hope that it is at least as powerful as your old sword.

Turn to 179.



228

"Ireena," you call. "Stay right where you are a moment."

You hurry down the stairs to the alcove where you saw the blue flash. The nearer you get to the light's source, the calmer and more relaxed you feel. It's as if you were bathing in god-given peace.

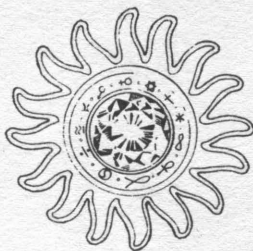
Within the alcove is a statue of a huge figure holding a spear. The light you saw flashes from that spear. In the warrior's other hand is a small vial, whose contents you recognize immediately as holy water.

On the other side of the landing is an identical statue, and you find another vial in its hand.

"It's all right, Ireena," you say. "It's just a gift from the gods."

You put the vials in your pouch and continue on up the stairs. Turn to 317.

Reluctant to go back into the entry hall and possibly face more gargoyles, you continue on through the hallway of statues and go back into the chapel. There, you see that you can either go up the straight stairway to the north (9) or enter the circular staircase off the southern alcove and choose whether you want to go up or down (182).



You kneel down to examine the treasure, but as you do, you see something else—a skeleton, clad in gray tatters. Its hand is holding a metal torch. You stand and look around, discovering that there is an empty sconce on the wall that looks as if it were designed to fit the torch.

If you want Ireena to join you in the secret room, turn to 251. If you'd rather she didn't have to see the skeleton, turn to 235.

One gargoyle falls to the crushing blow of your battle-ax as a second tries desperately to get in past your flashing sword blade. For just a second, you exult in your successful blow, but in that second, the third gargoyle leaps around to your side, behind the reach of your blade. You don't dare turn back toward the third monster because the second will then be able to attack you. In the moment before you can bring Chosen back into play, the third gargoyle strikes, its claws sinking deep into your shoulders. Before you can get away, its vicious fangs close on your arms.

Roll two dice for damage and deduct the total from your

hit points.

Ignoring the terrible pain, you give a quick swipe with the battle-ax that sends the second gargoyle sprawling, and you turn quickly on the third, which has managed to creep up behind you, and finish it off with several quick thrusts of your sword. Turn to 197.



232

With a quiver of her hand, Ireena aims the wand at the chair that holds you in its predatory grasp. A streak of energy leaves the tip of the wand and shoots toward the mimic. It strikes deep in the creature's central mass.

For a moment, nothing happens. You're afraid the gluey, amorphous monster is able to swallow magic missiles, but then a rumble begins deep within the beast, and seconds later, it explodes into a thousand shapeless pieces.

You feel the burning pain of the explosive force strike you, and you know you've taken some damage, but you also feel the last remnants of the gluelike grip loosen from your arms. Roll one die for damage and subtract the result from your hit point total.

"I hurt you!" cries Ireena.

"No, Ireena," you say quietly, "you saved my life."

Turn to 152.

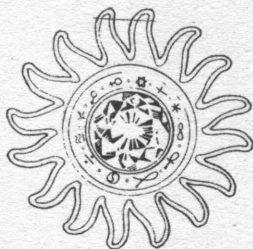
233

Ireena comes to your side and stands, wide-eyed, as the beam of the holy medallion holds the vampire motionless.

"Is—is she dead?" she asks after several moments.

"I don't think so," you whisper. "She just looks frozen . . . but I can't stand here with this medallion forever. I must—"

Suddenly the vampire comes back to life, blinking wildly in the light, rage distorting her face. She spins toward you. Turn to 140.



234

You tell Ireena to remain still, so that you can use her as a central location point from which to investigate the dark, malign crypt.

As you explore, moving only perhaps ten feet from Ireena, you are stopped by several stone walls, which turn out to be the outer walls of small tombs. Exploring further, you discover that each one is different, and that there are open passageways between them, passages where the dark, concealing fog swirls about your feet. You fear some evil thing will appear from one of the tombs, but all seems peculiarly peaceful.

As you locate first one, then another, then a third tomb, you decide not to look in them further. Instead, determined not to get lost in this fog-bound underworld, you return each time to where Ireena waits in the center of the wide aisle.

Finally you explore straight ahead. This time you are not stopped by a stone wall. Instead, you almost fall down a wide flight of stairs. Catching yourself, you call to Ireena, "Walk straight forward, Ireena. I think I've found something."

As she joins you, you walk carefully down the stairs, holding your amulet of light ahead of you.

"Cover the light a moment," says Ireena urgently. You do so and she adds, "Now watch!"

As your eyes adjust to the darkness, you realize that there is a faint curtain of blue light at the bottom of the stairs. It seems to connect alcoves on each side of the landing. Through the curtain, you can see more stairs leading down.

Do you want to walk through the curtain of blue light (273) or go back up the stairs and explore further on the main floor of the crypt (53)?

235

Grabbing a handful of the gold coins and jewels, you go back out through the fireplace and emerge into the study. Ireena has tended the fire well, and you avoid being burned.

Excitedly you tell Ireena about your find.

Apparently uninterested in treasure, however, Ireena merely asks, "Did you find anything that looks like it might be useful against Strahd?"

"No," you admit, returning the poker to its stand, thus closing the door to the secret room. Turn to 16.

236

Old emotions seem to seep into your soul and have the odd effect of making you feel both weaker and stronger— weaker in your ability to fight, but stronger in your ability to withstand the magical or physical blows inflicted by someone else.

If you have any encounters while you are in the throne room, deduct 1 point from whatever skill score you use and 1 point from the damage done by any monster you encounter if the damage calls for a die roll. Turn to 293.

237

The Sunsword glowing, you fly to the attack. You're amazed at its sureness, almost as if the sword were in control. You lunge just as the vampire moves, and the blade becomes entangled in Strahd's cape. Before you can wrench it free, the vampire closes in for an attack of his own! Turn to 62.

Wondering what other dangers await, you and Ireena turn back to the altar.

"Now let's have a look at these statues, or icons, or whatever they are, on the altar."

You walk up the platform steps, and with your free hand, you reach for the statue. . . .

Roll one die. If you roll an even number, you reach for the statue in the middle of the altar; turn to **248**. If you roll an odd number, you reach for the statue that stands off to the left; turn to **283**.

As you strike Strahd's immobile body one last time, you suddenly see, to your horror, a look of intelligence return to his evil red eyes. Turn to **62**.

Just as you reach out toward the gargoyle, it drops to the floor, out of range of your spell. For a moment, you think it has been hit somehow. But instead, it leaps up and keeps on coming toward you, staying low, as if to attack your legs.

Quickly you press a stud on Chosen's side, and a spear point pops from the ball on the end, while the handle instantly lengthens in your hand. The creature's own momentum impales it on the deadly spear. You quickly pull the weapon from the fallen gargoyle and advance toward the next one.

The third creature, behind the second, shows a momentary flash of intelligence and moves toward your right, expecting you to be occupied by the second gargoyle. But it didn't reckon with Ireena.

Your brave companion creeps quietly around the outer wall until she's just in back of the beast. It is so intent on trying to sneak up on you that it doesn't notice her until a lethal charge from the Wand of Magic Missiles explodes in its back.

You quickly manage to dispatch the third gargoyle with your sword. Turn to **197**.

241

In some peculiar way, the blackness of the crypt feels both strengthening and as if it made you more vulnerable. In any encounter you may have while you are in the crypt, add 1 point to whatever skill score is called for and 1 point to any dice rolls for damage done to you. Turn to **234**.

242

You find you don't need the battle-ax after all. Ireena comes to your side and stands, wide-eyed, as the vampire collapses to the floor. Her flesh begins to crumble, revealing the skeleton beneath. In mere moments, she is dust. The undead has become dead.

You have succeeded in eliminating this vampire, but now you can't use the Holy Medallion of Ravenkind against a vampire again.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

243

At first the mummies continue advancing toward you, and you're afraid the holy water failed. You prepare to retreat down the stairs, knowing that even that probably won't help.

Suddenly, as if the holy water has finally soaked through the cloth wrappings, the mummies stop abruptly and begin to writhe soundlessly. The goodness of the water is permeating their evil bodies with pain.

Encouraged, you step forward again, holding your holy symbol boldly before you. Wrapped in your faith, you present an image of goodness that finally succeeds in driving away the mummies. They throw up their hands and turn, limping away into the waiting darkness. Turn to **129**.



244

Of course, magical gems can serve both bad and good causes. And as you stand there, you feel some of the effects of both on your body. In any encounter in the treasure room, add 1 point to any skill score being used. But you must also add 1 point to any damage done to you by a dice roll in such an encounter. Turn to **260**.

245

If you have a healing potion and wish to use it, roll one die and add the result to your hit point total. If you choose to use the Icon of Ravenloft to heal yourself, roll two dice and add the total of the dice to your hit points. However, you may not use the icon again. Remember, your hit point total cannot go above the number you started with.

If you just escaped from the chapel, you are standing in the hallway of statues. You can only go forward down the hall. Turn to **75**.

If you have just escaped from the study, you find yourself in a strange room much like a dining room. Turn to **278**.

If you have just escaped from the throne room, you pass through a set of beautiful gold double doors. Turn to **310**.

If you have just escaped from the treasure room, you find yourself back in the dusty belfry. Turn to **32**.

If you have just escaped from the crypt, you find yourself on the winding spiral staircase. Turn to **42**.

246

Deciding to go on down the stairs, you hold your amulet out so that its light can warn you of any danger. The other hand grips your sword tightly, ready for anything. Ireena follows, the darkness closing in around her so quickly that she asks for your hand to stay in contact. You gladly give it to her.

You have no idea how far you've gone when you hear Ireena's voice echo, "How far are we going to go?"

"I don't know. But I can't believe the stairs can go much farther—"

You step onto an unexpected landing, and when your knees buckle under you slightly, your light fades for a

moment. You have a strange sensation of nothingness around you, and your ears pop with a change in pressure.

Suddenly you feel solid floor beneath your feet again, and your amulet flares once more, making you blink. You clutch Ireena's hand as you realize that you've been teleported into a dank, foggy crypt. Turn to 336.

247

As you see Strahd's undead body take more damage from your last blow, you see a momentary flare of light in the creature's evil red eyes. For a split second, you're certain that he is going to leap at you, but instead his body suddenly turns to a gray putrid gas, which rises toward the ceiling and disappears into the darkness.

Ireena, staring up where the gas disappeared, whispers, "Will—will he come back?"

"I don't know, Ireena." Then you pound one hand into the other and exclaim, "By the gods, how I wanted to destroy that evil creature!"

Your quest in Ravenloft has ended, but without a completely satisfactory result. The vampire Strahd has not been destroyed, and after he rests, he will be free to resume his dreadful assaults on the lovely girl you fear he wants for his vampire wife.

If you care to try again, all the things you found on your exploration of Ravenloft are magically returned to where you found them, but because you know of their existence, you can add 1 extra experience point. ✕

248

As soon as you touch the small statue standing directly in the middle of the altar, you can somehow tell that it is very holy. The power of lawful good seems to radiate from it, and you know that it is going to be of great benefit to you in this evil place.

You can use the icon during the remainder of the adventure to help turn undead creatures.

Strangely enough, you even feel the goodness from the small, pure silver icon penetrating your very being. You sense that the icon has healing powers that you can use

during the adventure, but only once, by rolling two dice and adding the total to your hit points. Remember that you cannot recover more hit points than you started with.

You marvel at the fact that this incredible treasure has survived in this house of evil.

As you are about to turn to the other statue on the altar, your eye is caught by a brief flash of reflected light coming from a small pile of debris at the back corner of the altar.

If your pregame roll C was a 1, turn to **35**. If it was any other number, turn to **69**.

249

You walk around the table slowly, examining everything closely. The food all appears to be fine . . . excellent, in fact. The roasts ooze succulent juices. Bright yellow butter melts across the mouth-watering, colorful vegetables. The wine smells aged and mellow.

The setting itself is exquisite—hand-made lace tablecloth, paper-thin china, fragile crystal. And in the center of the table is a beautiful and decorative cut-glass decanter. However, it appears to be empty.

“Everything seems to be all right, Ireena,” you say, “but remember where we are. Do you really think it would be safe to eat in your enemy’s own castle?”

Crestfallen, Ireena says, “No. I suppose you’re right. My hunger can wait.”

Knowing you still have a lot of castle to explore to search for weapons to use in your ultimate confrontation with Strahd, you search for other exits but, finding none, you go back out the same double doors through which you entered. In the lighted hallway, you must choose between going up the small circular staircase (**126**) or back into the entry hall (**75**).

250

As Ireena and the woman continue to talk, you quietly chant the words to your Dispel Magic spell. In a moment, the lavender aura begins to fade, and you see Ireena blink. A look of amazement comes over her face and she cringes back slightly, seemingly torn between appearing to be impolite and a need to seek safety.



“It’s okay, Ireena!” you say firmly. “Just back away.”

Then the woman turns, a shrill cry of rage escaping her lips. And now you see her as she really is. The dark gleam in her eyes has turned blood-red, and her smile has become a grimace revealing long, pointed fangs. She’s a vampire!

Quickly you hold out your holy symbol to see if you can turn this evil undead woman. If you have the Holy Medallion of Ravenkind, it alone is enough to turn the vampire. However, you have to decide whether to use it now or save its great power to use against Strahd. If you decide to use the Holy Medallion of Ravenkind, turn to **308**. If you prefer not to use it, roll 2 dice. Add 2 to your roll if you have the silver Icon of Ravenloft. You need a total of at least 6 to turn the vampire. If you fail to turn her, turn to **12**. If you succeed, she cringes before you, then gives a moan of anguish, and turns to flee; turn to **297**.

251

Although the treasure room is small, the shadows are deep and black.

We need more light in here, you think, and so you pull the torch from the skeleton's hand and place it in its scone.

Once again you hear the light scraping of stone, and at first you fear that the door into the fireplace is closing. Then you realize that the back wall of the small room has started to move. You quickly draw your weapon in preparation for whatever lies beyond.

"Ireena," you call as you light the torch. "Come in here."

You wait a minute as the girl creeps past the fire and ducks into the room. She gasps when she sees the skeleton and the sparkling gems, but she quickly ignores them to peer into the darkness.

"Let's find out why there's another secret door here," you say. Turn to 264.

252

You jump to the ground, then turn to catch Ireena.

It's still very dark out. Not a hint of moon breaks through the clouds. As you wait for your eyes to adjust, you suddenly realize that you hear a panting sound like that of an animal. You balance lightly on your toes and grip your sword tightly, prepared to react to whatever might be out there in the darkness.

The panting noise comes closer, and you hear a low growling sound. Red eyes glare at you in the night. Finally you see yellow dripping fangs and realize that you are being stalked by a wolf! Suddenly two more appear on your left, then more behind you! Finally you and Ireena are surrounded by a pack of seventeen snarling beasts, their heads lowered, ready to attack!

"Keep still, Ireena," you order softly.

The leader of the pack—slightly larger than the others, its red eyes glowing more brightly in the darkness—moves toward you, and the others follow.

Keeping your eye on the leader, you pull Chosen from its loop on your belt and press a stud on its shaft. You feel the satisfying weight as your Rod of Lordly Might becomes a hefty mace.

Then, just as the leader leaps, you swing both Chosen and your sword in rapid succession.

Roll two dice and add the result to your fighting skill score. If the total is 18 or more, turn to **86**. If it is less, turn to **268**.

253

Ireena hurls the vial of holy water hard and strikes the vampire with the small, fragile bottle! It breaks on impact, spreading the precious liquid across Strahd's body.

Roll one die and deduct the result from Strahd's hit points.

The vial seems to have broken the vampire's concentration! Rage crosses his face, and he comes toward you, ready to attack! Turn to **62**.

254

From out of the shadows appears the figure of a man—or is it a man? It's dressed in leather armor and wears a scabbard and sword, but you can see right through it!

"Is it a g-g-ghost?" whispers Ireena, awestricken.

"No," you murmur. "If it were, you'd have been out of here by now. The sight of it would be so awful that you couldn't stand it. My gods protect me from such fear."

"Then what is it?"

"A haunt, I think," you reply. Then you speak directly to the apparition.

"Who are you, sir?"

The figure pays no attention to you but seems to stare at something only it can see. You hear it make a murmuring sound but can't understand any words.

"Who are you, sir?" you repeat.

"... must get Strahd," says a voice more like an echo than an actual voice. Then the haunt appears to see you for the first time. A look of gleeful cunning comes over its face. "... will do it now!" it says.

As it attacks, you wonder briefly why you notice no feeling of evil from the haunt. Suddenly it dawns on you as you strike in self-defense that the creature isn't evil; it's just an unfulfilled soul looking for a human body to occupy.

As you hold the haunt off with your sword, you must quickly decide whether to leave this place to the haunt,

determined that it won't use your body to complete its quest, or to fight it now, since you haven't really had a chance to investigate this room. If you choose to fight, turn to **177**. If you want to leave, turn to **284**.

255

Recognizing that the blue light appears to be benevolent, you call, "Come on, Ireena. Let me give you a hand," and you hold out yours to assist her up the stairs. Turn to **317**.

256

You swing around to see what startled Ireena. Joining you, seemingly out of nowhere, is a lovely woman, clad in robes of deep copper. Her dark hair dances over her beautifully shaped shoulders, and her deep, lustrous eyes gleam even in the minimal light of the room.

If you have the Sunsword, turn to **262**. If you don't, turn to **274**.

257

Removing the wood, you find two small glass vials in the opening of the small, hidden chamber. Gingerly, not knowing what to expect, you withdraw them.

Ireena asks eagerly, "What are they?"

"More holy water," you reply.

You replace the wooden covering on the base of the throne and carefully place the vials in your pouch. Turn to **329**.

258

You go to the statue for a moment to study the symbols on the necklace, but as you touch the necklace, it magically transforms from marble into a beautiful medallion of platinum and crystal. Lifting it over the statue's head, you discover symbols of infinite goodness etched into its surface, and an exquisite crystal mounted in the middle.

"Look at this, Ireena," you say.

She hurries to your side and gasps as she sees what you hold.

"Do you know what this is?" you ask.

"I think so. I've never actually seen it, but I've heard the

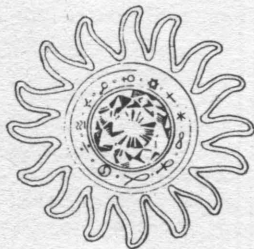
priest in the village church, Father Danovich, describe it. He said that the High Priest of Ravenloft used to wear such a medallion. It's called the Holy Medallion of Ravenkind. It was supposed to be very powerful."

"The Holy Medallion of Ravenkind!" you exclaim. "I've heard of it, but I thought it had been lost for generations. Now we know where it was lost!"

Thankful that such a treasure has come your way, you place the medallion's ornate chain around your neck and turn back toward the stairs.

Remembering the path you took to reach Sergei's crypt, you quickly find your way back to the central aisle of the dungeonlyke crypt.

You can either go toward the south end of the crypt (299) or on up the circular staircase at the west wall (42).



259

The weapon hums past Strahd's elegant head, and he turns away, laughing confidently. As you move closer to swing again, the count steps inside the reach of your weapon, forcing your arm away from him.

With a strength you had no idea he could possess, the count strikes you a powerful blow. As you cringe back in pain, you also feel a peculiar coldness creep into your heart, your mind, your soul, as if his touch is draining you of your very being. Turn to 22.

260

Taking care where you step, you walk around the treasure room. All the counts of Barovia must have contributed to this incredible store of riches. But according to Ireena,

much of it was added by Strahd himself.

"Look!" she says excitedly, pointing to the various gems in the room. "That piece belonged to the burgomaster. . . . That one's from the church. This one here is . . . oh, it's all from Barovia," she says angrily. "And now the people are poor, and they mourn their lost families and stolen treasures."

Statues, icons, gold and silver coins, delicate figures of ivory and jade, uncut precious stones, loose diamonds, emeralds, rubies, cat's-eyes, gems mounted in elaborate jewelry, golden plate fit for a king's table—you shudder at the thought of all the anguish this treasure represents.

If your pregame roll B was a 3, turn to **267**. If it was any other number, turn to **28**.

261

The small vial of holy water strikes the vampire cleanly. For a moment, you're afraid that his clothing has deadened the impact, but then you hear tiny shards of glass falling to the floor, and you know that the precious water is soaking into his body.

Strahd starts to writhe in pain as the holy water attacks his evil body as if it were acid. Roll one die and deduct the result from Strahd's hit point total.

Reacting to the pain, the vampire moves in. Turn to **66**.

262

As you look down toward the Sunsword, you see that its blade is glowing with a vibrant, pulsing blue light.

This is no woman! This is some sort of undead creature!

As the woman turns to face you, a shrill cry of rage escapes her. And now you see her as she really is. The dark gleam in her eyes has turned blood-red, and her smile has become a grimace revealing long, pointed fangs. She's a vampire!

Quickly you hold out your holy symbol to see if you can turn this evil undead woman. If you have the Holy Medallion of Ravenkind, it alone is enough turn the vampire. However, you have to decide whether to use it now or save its great power to use against Strahd. If you decide to use

the Holy Medallion of Ravenkind, turn to **308**. If you prefer not to use it, roll 2 dice. Add 2 to your roll if you have the silver Icon of Ravenloft. You need a total of at least 6 to turn the vampire. If you fail to turn her, turn to **12**. If you succeed, she cringes before you, then gives a moan of anguish, and turns to flee; turn to **297**.

263

With the sureness that your sword always gives you, you lunge toward the count, but a slight movement on his part makes it enter his loose black cape instead of his body. You swiftly try to pull it back, but it becomes tangled in the fabric.

There is nothing you can do to prevent Strahd's blow, one of much greater strength than you ever dreamed he would be capable of. As you reel under its impact, you feel the contact with him having a strange effect—a great coldness creeps into your heart, your mind, your soul, as if his touch could drain you of your very being. Turn to **22**.

264

"You're not thinking of going in there, are you?" asks Ireena, fear in her voice.

"Why not? We might discover something important in there."

"But a secret door *beyond* a secret door? It seems terribly dangerous. Why don't we just go back out into the study and explore another way?" Ireena asks, a quiver of pleading in her voice.

You stare into the blackness of what appears to be a long hall, then say, "Surely the gods intended us to come this way." Turn to **44**.

265

Suddenly a beam of energy leaps from the tip of the wand and heads straight toward the bat. Just before it reaches the creature, the bat banks slightly, and the magic missile strikes the tip of its wing.

You hear a chittering squawk and then squint as you realize you're having difficulty seeing the bat. Then you

see why—it's dissolving! It becomes a wisp of grayish-colored gas and disappears.

What was it? you wonder.

Realizing you have no time to consider, you rise and start making rapid sweeping gestures with your weapons in an effort to keep the bats away from you. It's nearly impossible to hit one of the swooping creatures, and when you do it's immediately replaced by another. In a few minutes, you realize that, one by one, the bats are finally turning away and flying back to the dark ceiling. Soon they are all quietly hanging upside down again, and all is silence. They've done no damage except for what you may have received in your fall.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

266

Ireena hurls the vial of holy water hard, but her aim is off, and the vial disappears into the darkness. You hear a tinkling sound as you realize that Strahd hasn't been the least bit disturbed by Ireena's effort and that he is just completing his magic spell! Turn to **84**.

267

Your eye is caught by a strange silvery gleam in the middle of the glittering golds, reds, and greens. Looking closer, you realize that it is a wonderful platinum sword hilt and guard, but without its blade. Delicately worked holy symbols are etched on the platinum.

As you lean over to examine the symbols, your sword begins to vibrate strangely. Then suddenly, magically—*without your hand being disturbed!*—the hilt of your sword is replaced by the platinum one! And the blade that you've carried since you became a chevalier glows blue with a light you've never seen before!

A peculiar sound echoes through the treasure room, almost like a moan of anguish. It sends a spasm of fear through your heart and for a moment you wish your Protection from Evil spell were working. You don't hear the sound again, but you do hear a gasp behind you.

"The Sunsword!" exclaims Ireena. "We always heard that the Master had found it and destroyed it long ago . . . but that must not have been so!" She pauses and looks up at you, deep puzzlement on her face. "Who are you that you have the blade of the Sunsword?"

"It's just as I told you when I came to Barovia—I am a cavalier, a paladin. My gods directed me here to help this sad land, if I could. I inherited that sword from my father." Then you muse, "Perhaps that strange sword hilt would have joined the blade of any brave fighter."

Ireena frowns. "Well, it hasn't before now. Many armed men have come to Ravenloft. Either they run away screaming or they are never heard from again. And I have never heard of any of them finding the Sunsword."

You stare at your wonderful new sword. Your old hilt has disappeared, so you don't seem to have any choice in whether to carry it or not. You just hope it is at least as powerful as your old sword. Turn to 28.

268

Your mace sweeps around the circle of fanged creatures, but you're not quite fast enough. Before you can get those closest to you, some wolves leap at you from behind, breaking the rhythm of your swing. You feel their fangs and claws sink into your flesh. Roll one die for damage and subtract the result from your hit point total.

Ignoring the blood dripping from your arm, you push a different stud on Chosen just as you swing. Before the swing reaches its full arc, the mace has changed into a long-handled battle-ax, taking the wolves by surprise. Roll one die for the number of wolves you destroy and subtract it from 17; make a note of the number left. Turn to 19.

269

The instant your sword's blue blade strikes the imposing black figure, the light flares dramatically and sparks fly from the blade.

"*Aaiihhh!*" screams the vampire involuntarily as the blade enters his body. There is no blood—the undead do not bleed.

The figure spins away into the shadows, his black cape twisting around him in a way that seems to make him disappear.

You are about to pursue him and attack again, when suddenly, from the shadows, you hear an angry whisper, "My time will come, foul paladin!" Then the shadow seems to turn to smoke and rise toward the ceiling in a formless, malign wisp.

Roll one die and add 10 to the result. Make a note that this total is the amount of damage that has already been done to Strahd. You will need to refer to this figure later. Turn to 149.



270

Moving past the last of the tumbled, dust-covered pews, you approach the altar. Now that the light from your amulet is shining on it directly, you can see that there is indeed a statue on top of it—in fact there are two. They appear to be made of silver, and each stands about six inches high. One rests directly in the middle of the altar, and the other stands a little way off to the left. You start to reach for one when Ireena, next to you, shouts, "Look out!"

Roll a single die. If you roll a 1, turn to 256; a 2, 119; a 3, 305; a 4, 254; a 5, 226; or a 6, 48.

271

The vial breaks against the creature, even as nebulous as she is. The holy water splashes across her, and she begins to writhe as the anathema burns into her body. Her red eyes glare with fury. But even as you recognize that the holy water probably won't be enough to stop the spectre, you see its eyes, once again, turn back to Ireena, whose own eyes plead with you for help.

Turn to 82.

272

You reach up and grab the rope, then pull with all your might, hoping that, somewhere, a door will open.

A mighty GONNNNNNG! crashes through the chamber, and you feel as if your eardrums were being crushed. The deep iron vibrations seem to make even your bones pulse.

The powerful sound prevents you from hearing the scrabble of four giant spiders dropping on you from the webs! They're ten times larger than the one that landed on your head in the hall!

Swinging your sword, you pull Chosen from your belt with the other hand. But suddenly you are looking into the face of a spider as tall as you are, and your weapons seem puny indeed! You press the stud on Chosen that turns the rod into a mighty mace and start swinging it back and forth about you as you turn, smashing legs, antennae, and chitinous backs.

Roll two dice and add the result to your fighting skill score. If the total is 20 or more, turn to **30**. If it is 16-19, turn to **47**. If it is less than 16, turn to **218**.

273

Prepared for anything, you push your sword through the blue curtain of light on the landing. When nothing happens, you put one arm through, then a foot, and finally your whole body.

Ireena, watching breathlessly behind you, sees that you are safe and follows you through the curtain. The two of you walk on down the remainder of the stairs.

If you have the Sunsword, turn to **53**. If you don't, turn to **23**.

274

You look around the room, puzzled. How could this woman have gotten here? You certainly haven't heard any sounds of a door opening. . . .

"Good evening," she says in a low, fluid voice, turning her attention fully upon Ireena. "How lovely to see another woman in this place. I hope you will be staying a long while."

Ireena relaxes and smiles at the woman, clearly feeling better about this stranger than she would about Strahd.

"I—I think I'd like that," she says hesitantly.

You begin to feel uneasy at the speed with which Ireena's attitude seems to be changing. Standing back while the two women converse, you concentrate on the words to your Detect Charm spell. In moments you begin to see an aura of strange lavender light coming from the newcomer's eyes and bathing Ireena in its glow. Ireena is being charmed! This woman can only be evil!

Frantically you think a moment. If you have a Dispel Magic spell, you can use it to cancel the woman's Charm spell; turn to **250**. If you don't, you'll just have to assume that she is indeed evil and turn to **54**.

275

Old emotions seem to seep into your soul and have the odd effect of making you feel weaker, both in your ability to fight and your ability to withstand the magical or physical blows inflicted on you.

If you have any encounters while you are in the throne room, deduct 1 point from whatever skill score you use and add 1 point to the damage done by any monster you encounter if the damage calls for a die roll. Turn to **293**.

276

Instantly a great stream of water gushes forth from the tiny vessel, arcs across the room, and hits . . . the place where Strahd had been! You see a grayish, man-shaped cloud of gas drift toward the ceiling and disappear into the darkness.

You command the decanter to stop and insert the stopper. Ruefully you look around the underground chamber. Suddenly your enemy is gone, and regardless of your powers as a cavalier and a cleric, there isn't a thing you can do about it!

Ireena says in a small voice, "What do we do now?"

"There's nothing we can do, until Strahd chooses to reveal himself again. Perhaps—" You stop abruptly and pause.

"Perhaps what?" Ireena asks.

"Perhaps he'll return to see you again," you mutter.

You see the girl turn pale. Then she says in an anguish-filled voice, "You mean this horror isn't over? Strahd will still try to turn me into a . . . vampire!"

You cup Ireena's chin in your fingers and raise her head until you can look straight into her tear-filled eyes. "By the powers of my gods, Ireena, I promise that I will never let that happen!"

This adventure is over for now. You have survived, but the vampire Strahd has not been destroyed. You know that you will have to enter Ravenloft again. ✕



277

Just as you open the leaded window, a bat—is it the same one?—comes swooping down at you. It comes very near you, frightening Ireena into letting go of her hold on the stone. She falls about ten feet to the ground below, landing hard and knocking her breath out.

Leaping down to her side, you hold her tightly, pleading to let you take her back to her village.

Sobbing, she shakes her head. "No. No, I must finish this nightmare once and for all! Please, take me with you back inside. I'll be careful. I promise."

You let her rest in your arms for a few minutes, then you return to the window and climb in, helping Ireena all the way. If you have not yet explored the chapel, turn to **15**.

If you've already been into the chapel, you carefully explore the room and review your options. You can go back out through the double doors into the great entry hall (**75**), take the straight stairway going up (**9**), or take the circular stairway that goes both up and down (**182**).

When you shine your amulet of light in through the opening of the small door, you find what looks like some sort of parody of a formal dinner table. It looks like a table set for ghosts—long, polished oak, tattered tablecloth, place settings of fine bone china. A blanket of dust covers everything. In the center of the table stands a large four-tiered cake, now green with age and nibbled by rats. A small doll dressed in the gown and veil of a bride leans askew on the top.

"How sad," says Ireena as you pass through to another door.

This door opens into a short corridor leading to a narrow circular staircase. Reluctant to go any higher in this castle of nightmares, you head down, with Ireena pressed close by your side.

Just as you begin to fear that the stairway will spiral down into the abyss, you come to a doorway leading out of the shaft.

With relief, you step out into a small room that looks like an office. It has a worktable with lights, now extinguished, on it. Account books, with dates on their spines going far back in history, line the shelves. There is no one present.

On the far side of the room is a single door leading out of the office. Pull it open and turn to 111.

You slash and hack at the the zombies with both your weapons, moving constantly, trying to be as effective as possible, but—

"Jeren!" shrieks Ireena. "More zombies are coming!"

You grab her hand and look frantically around for the exit. As you see it and turn to run, two zombies strike at you viciously, but you make it through the door. Roll two dice and deduct the total from your hit points, then turn to 245.

The weapon hums past Strahd's elegant head, and he turns away, laughing confidently. You advance closer,

swinging again, and the magical battle-ax strikes the count's shoulder, the force of the blow sending him reeling backward. There is no blood—the undead do not bleed.

Strahd ducks into the shadows, pulling his black cape around him in a way that seems to make him disappear.

You are about to pursue him and attack again, when suddenly, from the shadows, you hear an angry whisper, "My time will come, foul paladin!" Then the darkness seems to turn to smoke and rise toward the ceiling in a formless, malign wisp.

Turn to 149.



281

The gargoyle closest to you stops abruptly, a look of astonishment appearing on its face before it, too, feels the paralysis overcome it.

The monster behind it stumbles over the motionless body and falls heavily to the floor. Quickly you press a stud on Chosen's side, transforming it instantaneously into a long spear. You jab the weapon deep into the fallen beast before it can regain its feet.

The third gargoyle, seeing your spear blade embedded in its companion, leaps toward you in a flurry of fluttering wings. Brandishing your sword to keep the creature from getting close, you manage to pull the spear from the fallen monster's body and quickly dispatch the last gargoyle.

Turn to 197.

282

Still smiling at Strahd, you feel the life draining out of you, replaced by some sort of ancient coldness. Oddly enough, you find it welcome. It makes you more like your friend, the count—a man you admire, even envy. You feel your incisor teeth—your fangs!—growing longer, and you

remember with longing the sight of the blood from the last living creature you slew.

You look at the count, questioning.

"Welcome, my friend! I have many things to teach you!" He looks back toward the bedroom. "But first I have a treat for myself."

As you watch, Strahd casts another magic spell, this time on himself. The sleek, elegant gentleman metamorphoses into a paladin—yourself!

Deep inside you, you feel a faint sadness and sense of failure as you watch him go into the bedroom, calling, "Ireena." ✠

283

You reach out to pick up the statue to the left of the altar to study it, but you're amazed to discover you can't pick it up! It seems to be mounted to the altar somehow. *Strange!* you think. *Perhaps this object has some great value that made someone fasten it down.* Leaning down to look at the figure more closely, your eye is caught by a brief flash of reflected light coming from a small pile of debris near the back corner of the altar.

If your pregame roll C was a 1, turn to 35. If it was any other number, turn to 69.

284

Grabbing Ireena's hand, you turn your back to the creature and head toward the door. You feel a waft of coldness at your back as the dreadful haunt attaches itself to you. It has no substance, just a . . . a *beingness* that you know is trying to take over your body.

You swing around under the creature's grasp and stab at it with your sword. You feel nothing as the sword penetrates the creature, but you see pain and anguish in its translucent face. It backs off for a second, giving you time to pull open the door and push Ireena out ahead of you.

However, as you start to leave, the creature strikes again, knocking you to the floor. Oddly, you feel no pain, but as you rise, you realize that you feel a strange coldness in your hands and feet, as if they don't belong to you.

The undead creature has drained 2 dexterity skill points from you. Change your dexterity skill score on your Character Stats Card. Your other skill scores remain the same. Turn to **245**.

285

You soon begin to wonder if the stairs will ever end. Ireena's step slows from fatigue. Finally you reach a small door in the wall of the shaft.

The stairs continue on beyond the door, but you see thick moss on the walls and smell moldy dampness, so you hesitate to go farther down.

Your sword held ready with Ireena behind you, you push on the door, and it swings outward. You step out of the stairwell, into a fog-shrouded chamber that you know immediately is the crypt beneath the castle.

Turn to **336**.

286

"So that's your game, is it?" says Strahd in a coldly amused voice.

But as you near him, praying continuously, a look of fear creeps over his face, until suddenly he turns into a large black bat and flies off into the shadows.

"Well, he's gone," says Ireena, "but what good did that do? Why didn't you attack him?"

"I think there are still things to be found in this foul castle," you reply, "things that should make our success that much more certain. Besides, I don't think the count can be killed in any normal fashion, so what good would attacking him now do?"

If you are in the chapel, turn to **331**; the throne room, **163**; the dining room, **186**; the belfry, **298**; the crypt, **121**.

287

Keeping your eyes on Strahd, you press a stud on Chosen's shaft and feel the magical weapon turn into a mighty battle-ax, with the large bladed head and long handle. You know you mustn't give the vampire time to prepare to retaliate, so you quickly advance. You realize suddenly



that Strahd seems to be preparing to use a magic spell, so you leap forward, swinging a mighty blow with your ax.

But with a flourish of his cape, the vampire evades the blow. As you recover from the momentum of your swing, you expect to see Strahd ready to strike you, but instead he is moving his fingers in magical gestures and murmuring strange words.

Suddenly there are *three* Strahds in front of you, all identical! You can't tell which is the real one and which are mirror images!

Since you already have the battle-ax ready, you swing at the vampire nearest you. Roll as instructed in the table at **300**, but if you get a hit, turn to **91** instead. If you fail to hit, turn to **215**.

288

The sound, a weird shuffling noise, comes again, and out of the shadows steps an elegantly dressed man, looking strangely crisp and fresh for this disordered place.

He smiles thinly and says, "What an extraordinary place to find a visitor to my home!"

You feel a bit like a nine-year-old ragamuffin caught climbing a fence until Ireena whispers, "That's Strahd!"

"Ireena?" the man asks eagerly, looking past your shoulder at the girl. He holds out his hand to her, seeming sincerely pleased to see her. You feel her shrink back behind you. Turn to **70**.

289

Your heart drops as you see the small vial of holy water bounce harmlessly off the sickly gray-green flesh. It falls to the floor, unbroken, and rolls off into the shadows.

Enraged at having such difficulty with a zombie, you chop furiously at its arm with your sword. You know that such a blow would be enough to finish off just about any other creature, but a zombie has evil powers far beyond the normal.

Roll two dice and add the result to your fighting skill score. If the total is 19 or more, turn to **24**. If it is less, turn to **318**.

"Attack him, Jeren!" urges Ireena.

"I—I'm not ready yet," you reply in a whisper. You hate to delay, and you know she considers you a weakling for doing so, but you also know that if you are going to be sure of putting an end to Strahd von Zarovich, you must be better equipped than you are now.

For a moment you reconsider testing the powers of your wonderful new Sunsword, but you are forced to admit that you need more time. For now, you must merely try to send him away by using the strength of your faith.

Holding your holy symbol out in front of you, you step boldly toward the count, all the while praying to your gods for the power to turn him.

Roll two dice. If you have the Icon of Ravenloft, add 2 to the result. If the total is 6 or more, turn to **211**. If it is less, turn to **141**.

Although the treasure room is small, the shadows where the flickering firelight and your amulet don't reach are deep and black.

We need more light in here, you think, and so you carefully pull the torch from the skeleton's hand and place it in its sconce.

Once again you hear the light scraping of stone on stone, and at first you fear that the door into the fireplace is closing. Then you realize that the back wall of the small room has started to move. You quickly draw your weapon in preparation for whatever lies beyond.

When the wall stops moving, a second door has opened. There is only silence and darkness beyond.

"Ireena," you call as you light the torch. "Come in here."

You wait a minute as the girl creeps past the fire and ducks into the room. She gasps when she sees the skeleton, but she quickly moves past it to peer out into the strange dark opening.

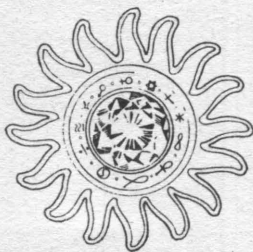
"I don't know what—" Then her eye is caught by the sparkle of light on the medallion you hold in your hand. She gives a sharp intake of breath as her eyes widen.

“The Holy Medallion of Ravenloft! It could solve our problem!”

“What is it?” you ask. “I can tell it’s a very powerful symbol of lawful good, but—”

“Father Donavich, the priest at the church in the village, says it’s been missing for generations. It can turn the undead. Father Donovan was sure it could finish Strahd if we could only find it.”

Thankful that such a powerful tool has come into your hands, you place the medallion’s chain around your neck and say, “Let’s find out where this secret door leads.” Turn to **264**.



292

Suddenly you realize that the Sunsword’s blade is vibrating a vivid blue light that casts unearthly shadows around the room. There’s an urgency about the glow that makes you determined to fight the zombies with the Sunsword.

But when you draw the shining blade, you find that the eerie blue glow doesn’t deter the zombies at all. They lumber toward you like a juggernaut. Turn to **279**.

293

Keeping your eyes moving for any sign of danger, you make your way around the outer perimeter of an incredibly large carpet, ready for anything. Through the thick dust on the carpet, you can tell that it was once richly patterned but is now threadbare and rat-chewed.

If your pregame Roll A was a 4, turn to **98**. If it was any other number, turn to **83**.

Not moving a muscle, you pray with every fiber of your being. But something deep within you fails to relinquish your trust into the hands of your gods, and you remain paralyzed. Revulsion overwhelms you, and you yearn to run as the closest mummies approach you.

And still you can do nothing as two of the creatures strike you with blows of incredible power. Roll two dice for damage and deduct the total from your hit points.

Finally, before they can strike again, you manage to shake off the paralysis that held you.

"Jeren, *please* do something!" cries Ireena from behind you.

Knowing that these evil creatures must be turned away if you and she are to survive, you pray for courage and the power to act in the name of your gods. Then, stepping boldly forward, you hold out your holy symbol.

If you have the Holy Medallion of Ravenkind, it alone is enough to turn the mummies. If you don't, roll two dice. Add 2 points if you have the Icon of Ravenloft. If the total is 5 or more, turn to **37**. If it is less, turn to **322**.

Suddenly your eye is caught by something metallic lying across the back of one of the tumbled pews. As you move toward it, you feel a strange tug in your sword arm, which seems to be pulling you toward the metal object. Just as you realize that the object is a beautiful platinum sword hilt, unlike any you've ever seen before, the hilt magically leaps to your own sword. Without your hand even being disturbed, it replaces the hilt you're grasping, and the blade you've carried ever since you reached chevalier rank glows blue for an instant and seems to nestle securely into the hilt.

A peculiar sound echoes through the chapel, almost like a moan of anguish. It sends a brief spasm of fear through your heart and makes you wish that your Protection from Evil spell were working. You listen closely, but the cry doesn't sound again. Instead you hear a gasp from behind you.

"The Sunsword!" exclaims Ireena. "We had always heard that the Master had found it and destroyed it long ago . . . but that must not have been so." She pauses and looks up at you, puzzlement written on her face. "Who are you that you have come to possess the blade of the Sunsword?"

"Just as I told you when I came to Barovia, I am a cavalier, a paladin. My gods appear to have directed me here, probably so that I could help reclaim this sad village from evil. I inherited that sword from my father. But perhaps that strange sword hilt would have joined the blade of any worthy fighter," you muse.

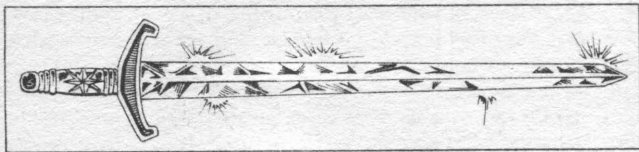
Ireena frowns. "It hasn't before now. Many armed men have come to Ravenloft. Either they run out screaming or they are never heard from again. I have never heard of anyone finding the Sunsword."

"Would you have heard?" you ask.

"I think so. The gypsies would have told us."

You stare thoughtfully at your wonderful new sword. Your old hilt has disappeared completely, so you certainly don't have any choice in whether or not to carry it. You just hope it is as powerful as your old sword.

Turn to 270.



296

"Thank the gods we can get back into the rest of the castle through the study," you observe. "There certainly doesn't seem to be any exit from here."

"Thanks to you!" Ireena corrects. "You're the one who stopped me from closing the secret door."

Smiling, you make your way back through the open secret door into the false treasure room. The treasure seems paltry compared to that in the hidden treasury that

you just left. You remove the torch from the sconce on the wall, and the secret door behind you slowly closes. Grinding the torch on the floor to extinguish it, you return it once again to the grasp of the skeleton.

You follow Ireena through the door at the back of the fireplace and return the poker to its stand, closing the second secret door. The study has grown cold. Turn to 16.

297

There's silence for a moment, then you realize that Ireena is sobbing. You quickly go to her and say, "It's all right now, Ireena. She's gone."

Finally Ireena stifles her sobs and says, "I'm not crying . . . because I was afraid of her. It's because . . . I recognize her! She was a good friend before she caught Strahd's eye! Now she's with him forever—as a vampire! I don't want that to happen to me!"

You shudder as you swear to yourself that you will not fail Ireena!

If you are in the chapel, turn to 238; the study, 115; the throne room, 205; the treasure room, 152; the crypt, 129.

298

You stand there, staring around you, puzzled. Why would anyone build a belfry that could only be reached through secret doors—that is, unless the belfry isn't the only thing that could be reached through the doors.

"Ireena, help me search for another secret door. There's *got* to be another one here somewhere!"

After your experiences with the poker and the torch, you search for anything that you can pick up or move. But there is nothing, nothing except cobwebs everywhere and the rope that hangs from high above your head.

You know you can break through the cobwebs and explore the outside walls of the small chamber (73), but secret doors in Ravenloft seem to be operated by things that can be moved, and the rope appears to be the only thing in the whole chamber that can be moved. If you decide to investigate the rope, do you want to pull it (272) or try to climb up to the bell high in the rafters (224)?

Again you see stairs going down, but these lead you to a chamber of darkness and horror. Instead of marble, the floor is of earth. There are no windows, no statues, no sense of peace. This is a place of eternal evil.

Your nose is assaulted by the odor of freshly turned earth. You search for signs of digging but see none.

The only large item in the dank room is a black wooden coffin lying not on a catafalque but directly on the bare earth. You discover a small platinum plaque bearing the words "Strahd von Zarovich."

You know that the count is not truly a living man—that he is, in fact, a horrible abomination, an undead creature. But it's still a shock to actually discover his coffin.

If Ireena is right, and this chamber is indeed the source of Strahd's evil, then this coffin must be the source of his power. The culmination of your adventure is at hand.

Review the items you have found on your journey through Ravenloft, as well as the weapons and healing items you brought with you. If you feel you are prepared to confront the vampire now, turn to **300**. If you are not ready and think you need to explore further, return to the central aisle of the crypt and go to the stairway in the west wall (42) or go toward the north end of the chamber (185).



300

You stare at the plaque that testifies the coffin is that of Strahd von Zarovich. Suddenly you know with a certainty that could only come from your gods that the vampire is within that coffin, *right this moment!*

For a moment you have an urge to just leave him there and hurry from this dreadful place. But then you look at

Ireena, the pallor of her face, the dark bruises on her neck—the growing love in her eyes!—and you know that you must finish the task *now*!

Carefully you review your weapons and plan your strategy. Cancel the effect of the room on your hit and damage rolls. From now on, follow the numbers as they appear.



Points to consider:

Items you may use: Make sure you have placed a check mark by those items in the table that you either brought to Ravenloft and have not used up or you found in the castle. You may use only those items during this final struggle.

Rod of Lordly Might: Roll one die and add the number of *experience points you have remaining* to the result. That total is the number of charges your Rod of Lordly Might contained for this quest. During the adventure, you have been keeping track of the number of times you used Chosen's special charges. Subtract that total from the number of total charges you just determined to arrive at the number of times you can use Chosen's magical powers—to Paralyze, to induce Fear, or to drain energy from Strahd. It can be used an unlimited number of times as a battle-ax.

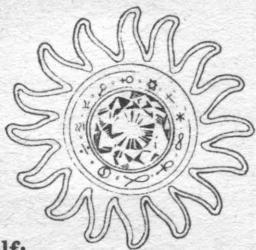
Healing: You may pause to use a healing potion or your own healing skill whenever you wish, but *you cannot attack during that round*—which will allow Strahd to attack again right away.

The End: If at any time during combat you reach 0 hit points, turn to **338**. If at any time during combat Strahd reaches 0 hit points, turn to **247**.

When you want to use:

1. *Chosen's Paralyze spell*, turn to **52**.
2. *Chosen's Fear spell*, turn to **104**.
3. *Chosen's energy drain*, roll two dice and add the result to your fighting skill score. If the total is 19 or more, turn to **223**. If it is less, turn to **304**.

4. *Chosen as a battle-ax*, roll two dice and add the result to your fighting skill score. Add 2 because the weapon is so powerful. If the total is 19 or more, turn to **77**. If it is less, turn to **287**.
5. *Holy water*, roll two dice and add the result to your dexterity skill score. Add 1 if you have the luckstone. If the total is 16 or more, turn to **261**; if it is less, turn to **150**. If Ireena is throwing the holy water, add the dice roll to her dexterity skill score of 8, and add 1 if you have the luckstone (unless instructed otherwise.) If the total is 11 or more, turn to **261**. If it is less, turn to **150**.
6. *The Holy Medallion of Ravenkind*, turn to **142**.
7. *The Sunsword*, roll two dice and add the result to your fighting skill score. Add 2 more for using this powerful weapon. If the total is 19 or more, turn to **332**. If it is less, turn to **237**.
8. *The Wand of Magic Missiles*, roll two dice and add the result to Ireena's fighting skill score of 5. If the total is 11 or more, turn to **210**. If it is less, turn to **327**.
9. *The Decanter of Endless Water*, turn to **27**.



To heal yourself:

1. *Potion of Healing*, roll one die and add the result to your total hit points. Cross the item off your list and turn to **62**.
2. *Cure Light Wounds spell*, roll one die and add the result to your total hit points. Cross the spell off your list and turn to **62**.
3. *Cure Serious Wounds spell*, roll two dice and add the result to your total hit points. Cross the spell off your list and turn to **62**.
4. *Holy Icon of Ravenloft* (if you haven't used it before), roll two dice and add the result to your total hit points.

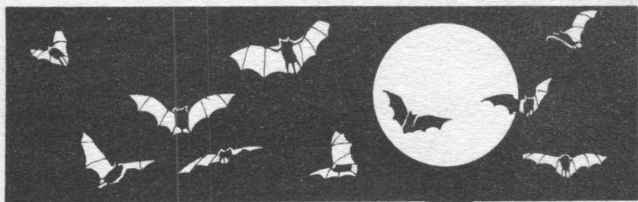
Cross the item off your list and turn to **62**.

5. *Your own Laying-on-Hands ability* (if you haven't already used it in this adventure), multiply your current life level times 2 hit points and add the result to your total hit points, then turn to **62**. This may be done only once.

You finish praying to your gods for their intercession in this fight with evil, then, say "Stay back, Ireena, back in the darkness of the corner, unless I ask you to do something. Please, Ireena, it's very important."

Agreeing reluctantly, Ireena walks into the shadows out of sight. Tensing yourself, you reach over to lift the lid of the vampire's coffin. As the lid falls back, Strahd springs from his bed of earth, a snarl of anger revealing the fangs that you can only too readily picture dripping with blood.

You choose your first weapon from the list of weapons in this section and attack!



301

The magic missile flashes past the bat, exploding harmlessly against the ceiling. As it does, your eye is caught by ancient, cobweb-covered beams with the remnants of brightly colored designs on them.

In that moment of distraction, the bats swoop toward you, led by the larger, evil one. They fly by, their wings stinging your eyes, brushing your face with their furry bodies, and scraping your skin with their claws.

Closing your eyes and shutting your mind to your surroundings, you decide to try casting a *Speak with Animals*

clerical spell. You might as well take advantage of their closeness to learn what you can.

Roll two dice and add the result to your wisdom skill score. If the total is 14 or more, turn to **29**. If it is less, turn to **330**.

302

The chapel seems to have an exhilarating effect on you, as if you are able to fight even better than usual and you are stronger. While you are in the chapel, add 1 point to your fighting skill score and deduct 1 point from any damage you may take in a fight for which you must roll a die. Turn to **43**.

303

Surrounded by the bodies of the giant spiders, you realize that you've wasted a good deal of time and energy because of a bad choice . . . and for the first time you suddenly realize that anyone within Ravenloft must have heard the huge bell. Your presence is no longer a secret.

If the secret door is open and you can get back to the fireplace into the study, do you want to do so? If so, return to the room where you found the treasure (**307**). If you cannot go back, or do not choose to, you realize that you can still investigate the walls of the chamber (**73**).



304

Your heart's in your throat as you approach Strahd with your Rod of Lordly Might. The rod's other special functions can be carried out at a distance, but to drain energy from the undead monster, you must get close enough to touch him.

You try to move in quickly, keeping Strahd's attention focused on your sword, but somehow he seems to anticipate

each move you make and you are unable to surprise him. Soon the spell loses its effectiveness. Turn to 62.

305

Suddenly a low growl catches your attention. You see red eyes glowing in the darkness. You're being watched by wolves!

One comes out from behind a corner. Another pops from the shadows in front of you. Then you hear a stirring, and two more appear behind you, followed by another . . . and another. You are surrounded by a pack of snarling beasts, their heads lowered, their dripping fangs bared. You count at least seventeen of the dreaded creatures.

"Stand still, Ireena," you order quietly, keeping all emotion from your voice.

"Strahd is in command of the wolves in Barovia," she says flatly.

The leader of the pack—slightly larger than the others; its red eyes glowing more brightly—moves toward you slowly in challenge, and the others follow.



Keeping your eye on the leader, you pull Chosen from your belt and press a stud, converting it to a heavy mace.

Then, just as the leader leaps, you swing both the mace and your sword.

Roll two dice and add the result to your fighting skill score. If the total is 18 or more, turn to **86**. If it is less, turn to **268**.



306

In some peculiar way, the evil blackness of this place has a strange effect on you. It makes you feel both weaker and stronger—weaker in your ability to fight but stronger in your ability to withstand magical or physical blows inflicted by someone else. If you have any encounters while in the crypt, deduct 1 point from whatever skill score is called for and 1 point from any dice rolls for damage done to you. Turn to **234**.

307

Grabbing a handful of the gold coins and jewels, you drop them into your pouch, keeping the wonderful medallion in your other hand.

Returning to the fire, you discover that Ireena has performed her task well, and you manage to avoid being burned as you pass through the fireplace into the study.

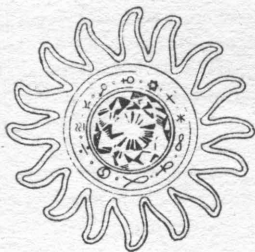
You thank her, then hold up the medallion to show Ireena.

She studies it closely, then says excitedly, "The Holy Medallion of Ravenloft! I've heard Father Donavich, the priest at the church in the village, tell about it. It's been missing for generations. It used to be used to turn the undead. Donovich always said that if only we could find it,

we could put an end to Count Strahd!”

You have a sudden fear that the vampire could be listening to you even now. You hurriedly put the chain of the medallion around your neck and return the poker to its stand, closing the door to the secret room.

Turn to 15.



308

You'll have to find some other way of dealing with Count Strahd when you meet him, but this vampire is here right now!

You pull the Holy Medallion of Ravenkind from around your neck and hold it up before the creature. Instantly the beautiful medallion begins to flare with the light of the sun, turning the room as bright as daylight!

The vampire starts to cringe at the first flare of light, then suddenly freezes, trapped into motionlessness by the light of the holy medallion.

Blinking hard in the bright light, you hold the medallion aloft, keeping its light shining directly on the vampire. Moving carefully, you get out Chosen and convert it to a battle-ax, just in case.

Roll a single die to see how long the medallion light keeps flaring. If you roll a 6, turn to **242**. If you roll any other number, turn to **233**.

309

Just as you hurl the small vial, the creature sways away slightly, deadening the impact of the vial on its semitransparent body. The glass fails to break, and the opportunity is

lost. The spectre, its eyes flaring with fury, continues on after Ireena.

Turn to 82.

310

As you leave the throne room through the golden double doors, you find yourself facing another double doorway. To your left, in the narrow corridor between the sets of doors, you see only darkness. To your right, the corridor ends abruptly in a blank wall. You can either go through the second set of double doors (319) or down the corridor (25).

311

Helpless, you feel the evil vampire drain the remaining energy from your body into the negative material plane. Your body is now an empty husk, with no strength, no hit points, no life.

Chuckling, the vampire walks over to you and murmurs, "What a companion you will be!"

Ireena, crouched terror-stricken against the wall, sobs in anguish. Strahd turns to her and says, "Now you are mine, my love, my Ireena."

The vampire's hand touches you, and a new energy begins to flow into you—a negative energy, a vampire's energy!

You, Jeren Sureblade, return to . . . not life, but the living death of the undead. ✕



312

Suddenly, seemingly out of nowhere, a pack of wolves appears! One seems to materialize out of the fireplace. Another emerges from under a large chair. Then two more

appear behind you, growling low, teeth bared. Then another . . . and another. . .

Finally you are surrounded by a pack of snarling beasts, their heads lowered, their dripping fangs bared.

"Stand still, Ireena," you order quietly, keeping all emotion from your voice.

The leader of the pack—slightly larger than the others, its red eyes glowing more brightly—moves toward you, and the others follow. Glancing hurriedly around, you count seventeen of the beasts.

Keeping your eye on the leader of the pack, you pull Chosen from your belt and press a stud on its shaft. You feel the satisfying weight of the Rod of Lordly Might as it converts into a heavy mace.

Then, just as the leader leaps, you swing both Chosen and your sword in rapid succession.

Roll two dice and add the result to your fighting skill score. If the total is 18 or more, turn to **86**. If it is less, turn to **268**.



313

You're quickly becoming utterly exhausted. The continuous swinging motion of your heavy weapon has worn you out.

"Use the Wand of Magic Missiles, Ireena!" you gasp.

"I can't!" she sobs. "There's no way without hurting you, too!"

"If only there had been fewer wolves!" you sigh to your-

self as you feel your knees buckle. You drop to your knees, and instantly the remaining wolves are on top of you. You feel their fangs and sharp claws enter your flesh.

A piece of your pain-racked mind observes that the wolves are ignoring Ireena. Strahd must want her in one piece.

Knowing that you have failed in your promise to help the beautiful Ireena, you whisper, "The gods be with y—" as blackness descends. ✕



314

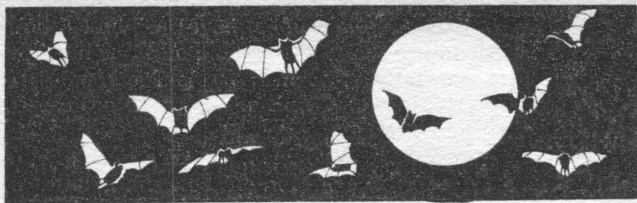
Still smiling at Strahd von Zarovich, you feel the life draining out of you, replaced by some sort of ancient coldness. Oddly enough, you find it a welcome change—until you feel your system unable to stand it! You close your eyes and feel yourself plummeting into a blackness from which you can never return. . . . ✕

315

Of course, not all magical gems serve the cause of evil. As you stand there looking around, you feel a strange strength enter your body. In any encounter in the treasure room, add 1 hit point to any skill score you use and deduct 1 point from any damage done to you by a dice roll in such an encounter. Turn to **260**.

316

Hoping desperately that the invisible vampire won't attack immediately, you close your eyes and concentrate on the words of your Dispel Magic spell. On the last word, you open your eyes and, indeed, you do see Strahd, but he's right in front of you ready to attack! Turn to **62**.



317

At the top of the stairs, you find yourself reluctant to step into the swirling, gray fog once again. You hesitate, and at that moment Ireena shouts, "Look out!"

Roll a single die. If you roll a 1, turn to **256**; a 2, **119**; a 3 or 5, **13**; a 4, **254**; a 6, **48**.

318

The blow succeeds, better than you had even hoped—the monster's arm, completely severed at the shoulder, falls to the floor. You breathe a sigh of relief . . . but too soon!

As you watch, aghast, the zombie's arm begins to rise off the floor and move to the attack!

Letting out a shriek of horror, Ireena begins to edge around the ghastly creature and its dripping arm and move toward the door. Reluctantly you admit that she probably has the right idea. You glance around to locate the door to the room.

In that second, the zombie and its arm both leap on you. Roll a single die two times, once for the zombie itself and once for its arm, to see how much damage you receive. Deduct both rolls from your hit point total.

Ignoring the pain, you grab blindly for Ireena's hand and pull her toward the door. In one second, you've opened it and are through. You quickly slam it and lean against it, determined to keep the evil within the room. Turn to **245**.

319

Through the double doors you discover a long stone corridor. It is empty except for dust and a feeling of ancient

despair and sadness. You reach a cross passage, of which one side is open grillework. Immediately ahead of you is an alcove, like a theater balcony, containing two tattered, rat-chewed chairs. It overlooks a vast black space in which you can distinguish no details.

There's nothing to the right, but to the left you find a wooden staircase going down.

By the time you reach the landing, you are questioning your decision. Each step draws forth a horrible creak of complaint from the ancient wooden staircase. Realizing that the creaks and groans of the wood are more symbol than substance, you finally reach the lower floor.

You are in the vast room you saw from above. On one side, you can just make out an altarlike arrangement. Heavy, ornate carvings are mounted on the walls, but you can barely see them through the thick, ropy cobwebs that cover everything. The dust, thick on the floor, swirls as you step into the room.

Turn to 15.

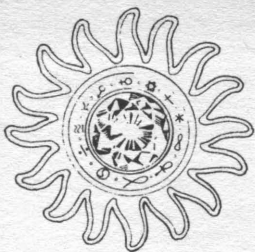
320

Your battle-ax strikes the vampire a powerful blow across her head. You wait for the blood to flow, forgetting for a moment that the undead don't bleed. But even so, the blow has done considerable damage.

The vampire gives you a look of great rage, then begins to dissolve! In moments, she has turned to a wisp of gray gas that quickly dissipates into the darkness.

Turn to 297.





321

In some peculiar way, the evil blackness of this place has the strange effect of making you feel stronger both in your ability to fight and in your ability to withstand magical or physical blows inflicted on you. If you have any encounters while in the foggy crypt, add 1 point to whatever skill score is called for and deduct 1 point from any dice rolls for damage done to you. Turn to **234**.

322

The gods apparently fail to hear your plea! The mummies don't even hesitate as they come nearer and nearer. You hear Ireena shout, "These are Strahd's minions!" and run back down the stairs.

The nearest mummy strikes a fierce blow with its powerful arms, taking advantage of your shock at having the holy symbols fail to work. The creature has a strength born of evil, and you're certain your muscles have been jarred loose. Roll two dice for damage and deduct the total from your hit points.

Trying to ignore the pain of their blows, you lash out with your sword, moving as quickly as you can to strike each of the three mummies who are closing in on you.

If you have the Sunsword, turn to **72**. If you don't, turn to **107**.

323

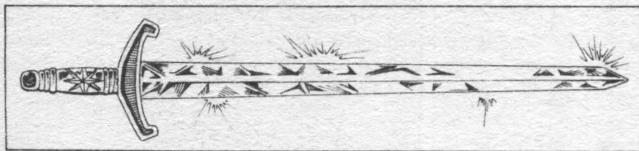
The creature slips inside your swing and clasps you in its arms before you realize what has happened. You feel an

instant chill where it touches you, then suddenly realize that the chill extends into your hands and feet. They don't feel as if they belong to you.

The undead creature has drained two dexterity skill points from you. Change your dexterity skill score on your Character Stats Card. Your other skill scores remain the same.

You manage to pull away from the haunt enough to get your own weapon into play again.

Roll two dice and add the result to the sum of your fighting skill score and your new dexterity skill score. If the result is 28 or more, turn to **76**. If it is less, the haunt strikes you again, and once again it manages to drain 2 dexterity levels from you. Record this change on your Character Stats Card and turn to **117**.



324

With the sureness that your sword always gives you, you drive the weapon straight into the count.

He pulls away from you and, as you pull back to stab again, you expect to see some damage. Instead, Strahd merely laughs! "Your sword is not magical, foolish paladin. It cannot damage me!"

Determined to put an end to his laughter, you drop your sword and concentrate your efforts on Chosen's magical battle-ax.

Roll two dice and add the result to your fighting skill score. Even though you would normally add 2 to your score for using Chosen's ax, that advantage is negated by the fact that Strahd is completely ready for you. If the total is 19 or more, turn to **280**. If it is less, turn to **259**.

325

As you move through the web-encased hallway, all you can see is more spider web. There are no doors or windows,

not even any decoration . . . until suddenly you see a pair of doors directly in your path.

You open one door slightly. No light shows beyond it, so you quietly push your way through. You are in a small room with a rounded wall ahead of you. Above your head in the wall, you see evenly spaced windows. Through the mass of spider webs hangs one heavy rope, a bell rope. This must be the belfry of the castle.

If your pregame roll A was a 1, turn to **195**. If it was any other number, turn to **298**.

326

You back toward the double doors, your sword moving continuously, trying to keep the three gargoyles at bay. Roll two dice and add the result to your dexterity skill score to see if you make it safely through the doors. Add 1 if you have the luckstone. If your total is 17 or more, turn to **204**. If it is less, turn to **191**.

327

"Use a magic missile, Ireena!" you shout. Ireena aims the small wand nervously at Strahd and from the corner of your eye, you see a bolt of energy leap from the wand. But her aim is bad, and the bolt misses Strahd and strikes his coffin!

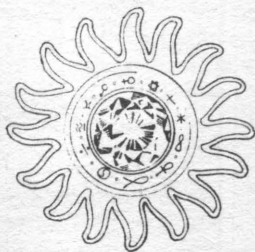
As it explodes in a myriad pieces of wood and chunks of flying dirt, an incredible rage comes over the vampire. He points his finger directly at you and utters some words you don't understand, but his rage makes it clear that something awful is about to happen.

To see if you can make a saving throw against the vampire's spell, roll two dice. If you are still a 15th-level paladin, you need a total of 3 or more. If you have lost life levels and are now at 14th or 13th level, you need 4 or more; 12th or 11th level, a 5 or more; 10th or 9th, a 6 or more. If your saving throw is successful, turn to **33**. If you fail, turn to **97**.

328

Of course, gems can possess both good and bad magical powers. And in this room you feel some of both working on

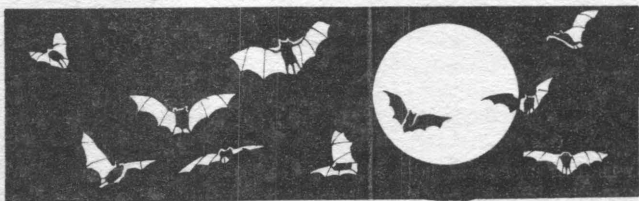
you. While you are in the treasure room, you must deduct 1 point from any skill score used in any encounter, but you also get to deduct 1 point from any damage done to you by a dice roll in such an encounter. Turn to **260**.



329

You walk around the perimeter of the room trying to decide the best way to leave the throne room. The pair of stairs at the north end of the huge chamber, you guess, were used for state processions. On the west wall are windows overlooking the main entrance to the castle. On the east wall are two doorways, one at the south end of the wall and a huge double door at the north end.

You can go down the stairway at the north end (75), unless you want to continue on up. Then you must try to find a stairway that leads up, perhaps through the single door (199) or the double doors (310).



330

You speak the words of the spell, but your concentration is broken when one of the bats gets tangled in your hair,

chittering angrily in your ear. After attempting to say the spell again, you are forced to admit that you feel no more in communication with these flying demons than you did before.

“Get down on the floor and sit still!” you shout to Ireena. “Maybe they’ll give up and go back to their roosts!”

You and she sit side by side, completely still, and soon the commotion above your heads begins to subside. In addition, the chance to rest has helped you recover some strength. Roll one die and add the result to your hit point total.

Finally the bats are all gone—probably back to their roosts in the ceiling rafters—and you are free to resume your exploration of Ravenloft.

If you are in the chapel, turn to **238**; the study, **115**; the throne room, **205**; the treasure room, **152**; the crypt, **129**.

331

Moving cautiously toward the altar, you hear no sound but that of your own breathing and Ireena’s from behind you. Occasionally there’s a clink as your sword, constantly moving ahead of you, touches something.

If your pregame roll B was a 1, turn to **295**. If it was any other number, turn to **270**.



332

The blade glows with its strange blue light as you attack Strahd with the Sunsword. It moves with a sureness far superior to your old sword. You feel no surprise when it sinks—seemingly of its own accord—deep into the vampire’s body.

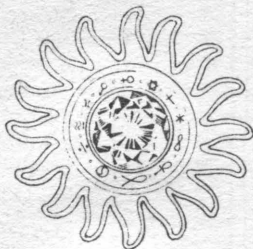
Roll one die and add 10 to the result. Deduct the total

from Strahd's hit points. If Strahd loses all his hit points, turn to **247**. If he doesn't, turn to **87**.

333

Not moving a muscle, you pray with every fiber of your being. It feels as if you have meditated for hours, but only seconds actually pass before you feel the paralysis pass. Even though you still feel deep revulsion at the sight of these horrible creatures, you are at least able to act against them.

Knowing these evil creatures of the other world must be turned away, you hold out your holy symbol. If you have the Holy Medallion of Ravenkind, it alone is enough to turn the mummies. If you don't, roll two dice. Add 2 points if you have the Icon of Ravenloft. If the total is 6 or more, turn to **37**. If the total is less, turn to **322**.



334

Now you recall Ireena saying that, in Barovia, the wolves come out to hunt in the darkness. Shrugging ruefully, you walk back to the huge double doors that first welcomed you to Ravenloft. Again you pass the statues of dragons and pull open the doors of the great entry hall. As you do so, you wonder if this time your luck will be any different in this castle of evil darkness. Turn to **75**.

335

As you look around, you sense the remnants of the emotions stirred in this room by past counts of Barovia when they decided the pleas of some supplicant.

Roll a single die. If you get a 1, turn to **236**; a 2, **275**; a 3, **14**; a 4 or 6, **293**; a 5, **40**.

336

Startled and—admit it!—alarmed, you start to move through the swirling fog. You quickly realize that you have entered a crypt. Your eyes are accustomed to the darkness of the outdoor world; even on the blackest night there is some natural light. But the darkness in this foul place is unnatural. It seems to absorb the light shed by your magical amulet.

Roll a single die. If you roll a 1, turn to **241**, a 2, **306**; a 3, **340**; a 4, **321**; a 5 or 6, **234**.



337

You read the symbols carved into the sculpted band around the figure's neck. They are strong affirmations of a belief in good, lawful gods. However, you also see among the holy markings words of special gifts that can be found in Sergei's coffin by a true believer in the powers of goodness.

Wondering if the coffin is unlocked, you hurry to its side and try to raise the lid. You find that it lifts easily, and inside, next to an armor-clad skeleton, lie two vials of healing potion.

You quickly drink one potion of healing. Roll one die and add the result to your hit point total.

Ireena smiles as you return to the stair and say, "Perhaps the end is in sight . . . once and for all."

You retrace your steps through the fogbound maze and return to the central aisle of this strange chamber of horrors and goodness.

You can either go toward the south end of the crypt (299) or climb the circular staircase in the west wall (42).

338

In terror and pain, you feel the blow strike your body . . . and you know that it is the *last* blow.

As you feel the life go out of you, you feel an instant of rage and regret as the last sight you have is the vampire, Strahd von Zarovich, turning his hungry, red-eyed gaze on the girl you promised to protect but have come to love. ✕



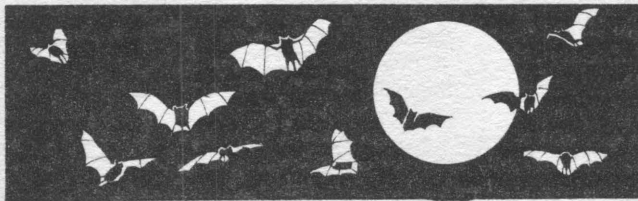
339

As the spectre snarls and swerves from side to side, you try to tap it with Chosen, praying all the while for your gods to help.

Suddenly your prayer is answered. The spectre stumbles momentarily, a look of panic on its face, and tries to turn toward you and retaliate. But it's too late. Chosen's special powers are draining the spectre's nebulous body of its energy, and not even its rage can prevent it from fading . . . until it dissolves completely into the darkness.

Ireena, her legs giving out, drops to the floor, trembling with relief. You feel yourself strangely stronger than before, and you realize that the spectre's life energy has been drawn by your magical Rod of Lordly Might from the evil spectre and transferred to you. Roll one die and add the result to your hit point total.

If you are in the chapel, turn to 238; the study, 115; the throne room, 205; the treasure room, 152; the crypt, 129.



340

In some peculiar way, the evil blackness of this place has the strange effect of making you feel weaker both in your ability to fight and in your ability to withstand magical or physical blows inflicted on you. If you have any encounters while in the foggy crypt, deduct 1 point from whatever skill score is called for and add 1 point to any dice rolls for damage done to you. Turn to **234**.

341

For a moment, you feel a strange attraction to Strahd von Zarovich, as if his smile is warming you. Then the strength of your faith overcomes the momentary illusion, and you free yourself from his gaze. Once again you are totally aware of the great evil in this undead being. You realize you must attack quickly! Turn to **300** and make another combat choice.



342

Of course, not all magical gems serve the cause of goodness. As you stand there, you feel a strange weakness come over you, enough to require you to deduct 1 point from any skill score in any encounter in this room and to add 1 point to any damage you take by a dice roll in an encounter. Turn to **260**.



The last wolf snaps viciously at you in its death throes, but you quickly dispatch it and push it aside with your foot as Ireena runs toward you.

She looks around at the dead wolves, horror on her face. "The wolves of Barovia are Strahd's creatures," she says, shuddering.

If you are outdoors, turn to 334. If you are in the chapel, turn to 238; the study, 115; the throne room, 205; the treasure room, 152; the crypt, 129.



You use your weapons on the count, taking advantage of his immobility, hoping that the holy medallion won't stop working and bring Strahd back to life. But that moment doesn't come.

After some minutes, you realize that Strahd's evil-generated body is disintegrating! His skin turns from the waxy pallor of life to a gray, chalky color and begins to drip from his bones. In moments, the body collapses to the floor, and you see nothing but bones held in place by Strahd's clothing. With Strahd's passing, the light of the Holy Medallion of Ravenkind goes out forever.

In the new darkness of peace, Ireena Kolyana runs to your side and stares down at the body of her nemesis.

"Barovia—and you—are free at last, Ireena," you say softly.

She clasps your hand, and together you walk out of the awful crypt of Ravenloft. ✠

This section is a supplement to your Character Stats Card. It contains listings of the Rod of Lordly Might's spells, Jeren Sureblade's clerical spells, and a complete list of the helpful items Jeren may acquire during his adventure. Use it to keep track of the things Jeren has at his disposal during the adventure by making a check mark when Jeren has acquired an item and crossing it off when it has been used (if it can't be used more than once). Remember, clerical spells may be used only *once* during the adventure, while Chosen's spells may be used any number of times. In the third list of objects that Derek may acquire, all may be used any number of times *except* the Restoration spell (once only) and the potions of healing and holy water, which depend on the number that Deren has acquired.

Rod of Lordly Might's (Chosen's) spells:

Paralyze
Fear
Energy Drain

Clerical spells:

First Level

✕ Command
Detect Magic
Cure Light Wounds (roll one die)

Second Level

Detect Charm
Speak with Animals

Third Level

Dispel Magic

Fourth Level

Cure Serious Wounds (total of two dice)

Loss of power levels

If Jeren loses two class levels (to thirteenth level paladin), he must subtract 6 hit points and he loses his Cure Serious Wounds spell plus a first level spell of the reader's choice.

If Jeren loses two *more* class levels (to eleventh level paladin), he must subtract 6 more hit points and he loses his Dispel Magic spell and a second level spell of the reader's choice. See section **200** for additional explanation.

Objects Jeren may acquire:

Decanter of Endless Water
Holy Medallion of Ravenkind
Holy Icon of Ravenloft
Sunsword
Restoration spell
luckstone
potions of healing
vials of holy water

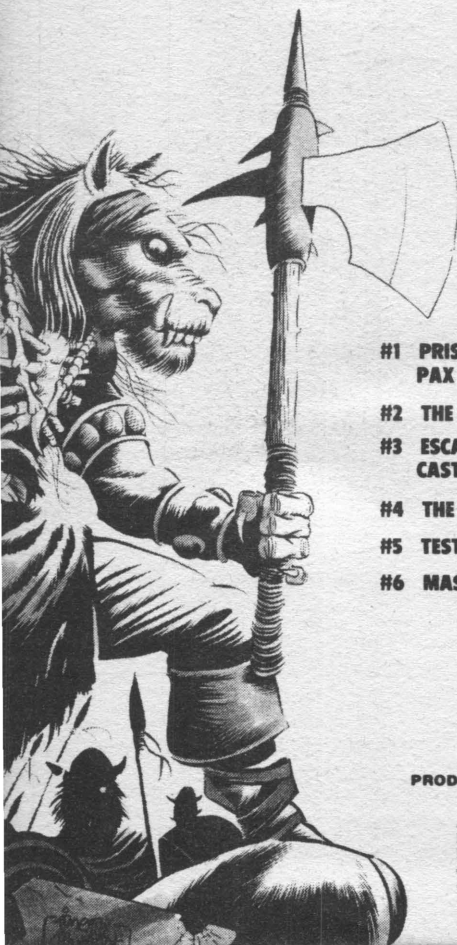
Keep track of the items Deren acquires during his adventure by noting them on the above list.

Instructions for the final combat with Strahd are in section **300**.

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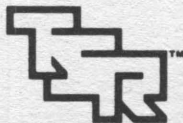
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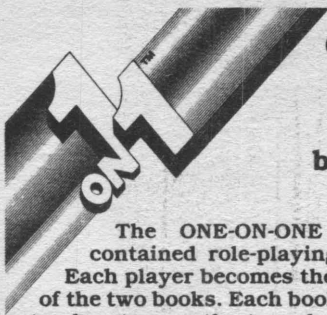
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